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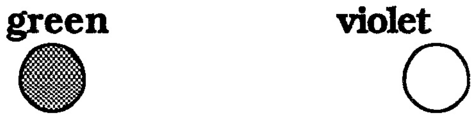
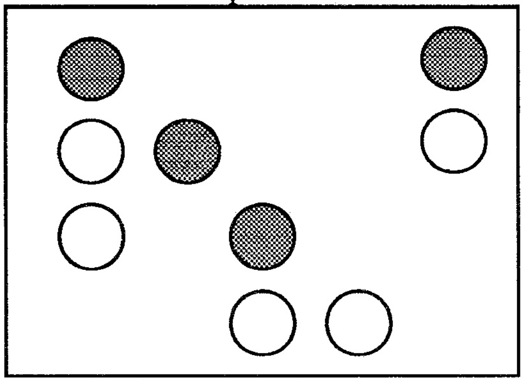
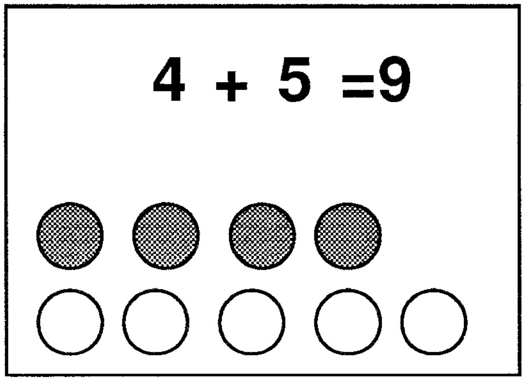
Two-Color Counters

The Two-Color Counters program simulates counters that are green on one side and violet on the other.



If 9 two-color counters were dropped on a table, some of the counters might land with the green side face up and some might land with the violet side face up. The counters show the math fact 4 + 5 = 9.





Which group has more? ____________

From the Main Menu select Playground and Two-Color Counters. Choose Options, then Toss. Choose Random for the number of counters. After the computer 'tosses' some counters onto the screen press the escape key. Now choose Begin and Move.

Move the counters to make two rows, one for each color. To move a counter put the indicator on top of it and press the spacebar, then move the counter to its new position and press the return key. Use a green and a violet crayon to show how many counters of each color were displayed by the computer. Answer the questions and write a math fact for each problem.

Which set is larger: the green or the violet? ________	How many more are needed to make the two sets equal? _____

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Continue tossing a random number of two-color counters. Move the counters each time to make two rows. Use crayons to show your work. Write a math fact and answer the question for each problem.

Which set is less: green or violet? ________

Is green plus violet equal to violet plus green? _______

Which color has more? ______

Are the rows the same? _______

If one set is larger, how much larger is it? ________

Could the two sets be equal and the total an odd number? _______

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Equal

To do this activity you will need a partner with you at the computer. Decide who is "A" and who is "B". Select Playground and then Two-Color Counters from the Menu. Person "B" should not look at the screen while person "A" places 5 to 10 green counters on the screen.

After the counters are placed, person "B" can look at the screen. The task is for person "B" to place the same number of violet counters on the screen. Record how many green and how many violet counters are used. Write the number in the box on the left and color the counters.

	Green	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
	Violet	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

	Green	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
	Violet	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

	Green	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
	Violet	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

	Green	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
	Violet	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

	Green	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
	Violet	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

	Green	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
	Violet	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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Less Than and Greater Than

To do this activity you will need a partner with you at the computer. Decide who is "A" and who is "B". Select Playground and then Two-Color Counters from the Menu. Person "B" should not look at the screen while person "A" places 5 to 10 green counters on the screen.

After the counters are placed, person "B" can look at the screen. The task is for person "B" to place violet counters on the screen so that the number of violet counters is more or less than the number of green counters. Record how many green and how many violet counters are used. Write the number in the box on the left and color the counters.

Green less than violet.

	Green	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
	Violet	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Violet less than green.

	Green	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
	Violet	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Green greater than violet.

	Green	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
	Violet	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Violet greater than green.

	Green	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
	Violet	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Violet less than green.

	Green	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
	Violet	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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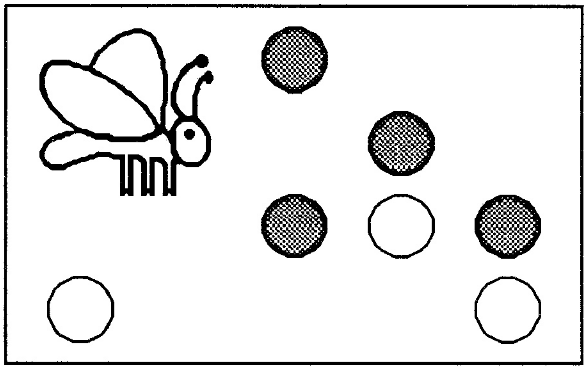
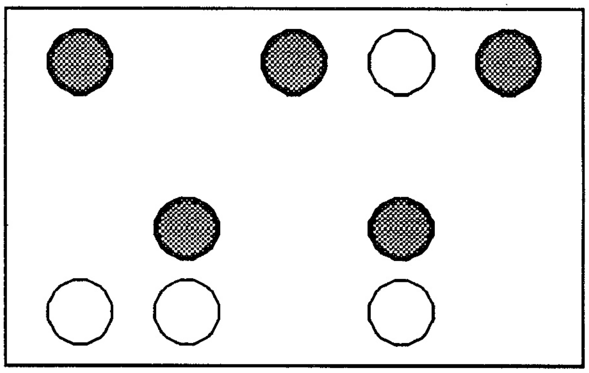
Addition Combinations

Two color counters can be used to show addition combinations. In this activity you will select Two-Color Counters, Options, and Toss. The diagram on the left is an example of what might happen if 7 counters were "tossed". 4 counters landed with the green side up and 3 with the violet side up.

4 + 3 = 7



5 + 4 = 9



In the example on the right 9 counters are used. 5 are green and 4 are violet. The example shows the addition combination 5+4=9.

Use the computer to "toss" the number of counters given in each problem. Write the addition combination shown by the counters.

1. Write two combinations for 6.

☐ + ☐ = ☐   ☐ + ☐ = ☐

2. Write two combinations for 8.

☐ + ☐ = ☐   ☐ + ☐ = ☐

3. Write two combinations for 5.

☐ + ☐ = ☐   ☐ + ☐ = ☐

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4. Write two combinations for 12.

☐ + ☐ = ☐   ☐ + ☐ = ☐

5. Write two combinations for 10.

☐ + ☐ = ☐   ☐ + ☐ = ☐

6. Write two combinations for 4.

☐ + ☐ = ☐   ☐ + ☐ = ☐

7. Write two combinations for 3.

☐ + ☐ = ☐   ☐ + ☐ = ☐

8. Write two combinations for 7.

☐ + ☐ = ☐   ☐ + ☐ = ☐

9. Write two combinations for 2.

☐ + ☐ = ☐   ☐ + ☐ = ☐

10. Write two combinations for 11.

☐ + ☐ = ☐   ☐ + ☐ = ☐

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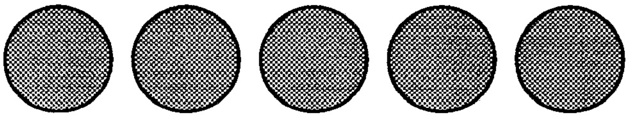
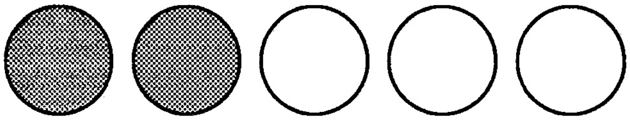
Subtraction Facts

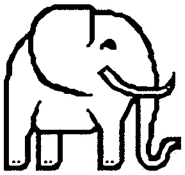
In this activity you will use the Two-Color Counters Playground to investigate subtraction. Here is an example of what you will do to complete each exercise.

Choose Begin and Place. Put 5 counters on the screen and write the number 5 in the first box.



Press escape and choose Flip. Flip three of the counters. Write how many counters were flipped in the second box. Write the number of counters remaining in the third box.





5 − 3 = ☐

Start with 8, flip 5.

☐ − ☐ = ☐

Start with 7, flip 3.

☐ − ☐ = ☐

Start with 4, flip 3.

☐ − ☐ = ☐

Start with 6, flip 2.

☐ − ☐ = ☐

Start with 9, flip 4

☐ − ☐ = ☐

Start with 8, flip 6

☐ − ☐ = ☐

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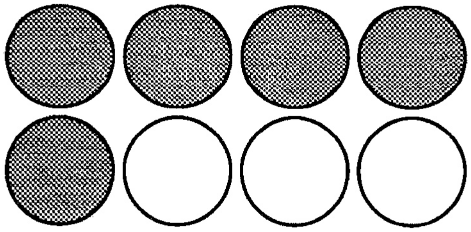
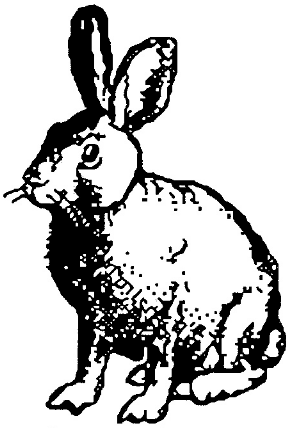
Exploring Fractions

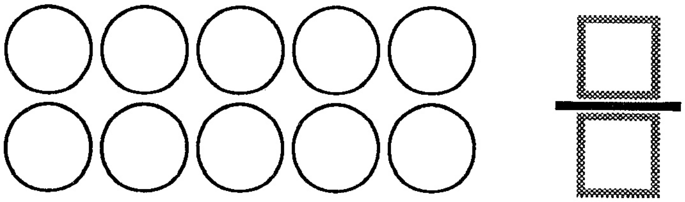
Here is a set of eight counters. Five of the counters have been flipped. The fraction tells what part has been flipped.

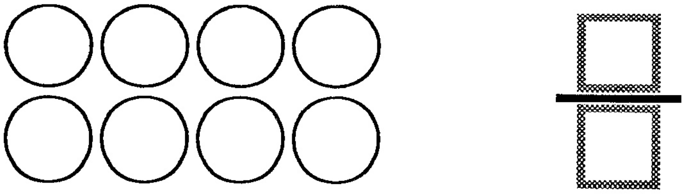
$$\frac{5}{8}$$

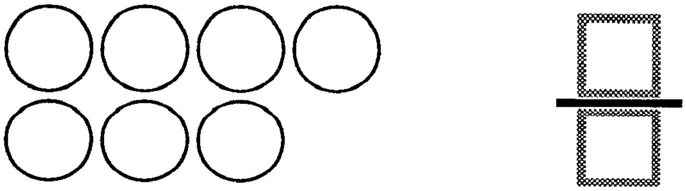


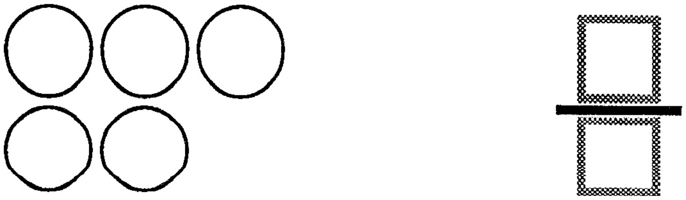


Use the Two-Color Counters Playground to place the number of counters shown in each exercise on the screen. Flip some of the counters. Write a fraction to tell what part has been flipped. Color the counters to show your work.









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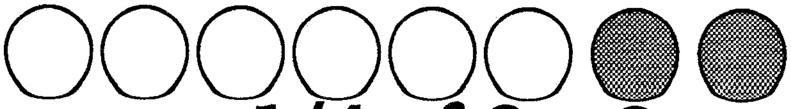
Flipped Over Fractions

Eight counters are shown below. 1/4 of them have been flipped.

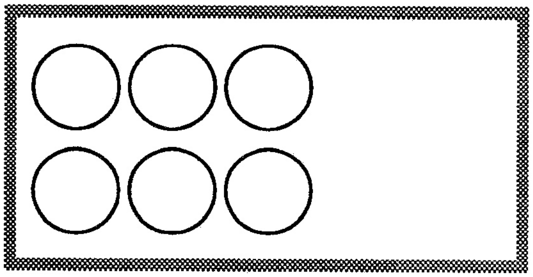


1/4 of 8 = 2

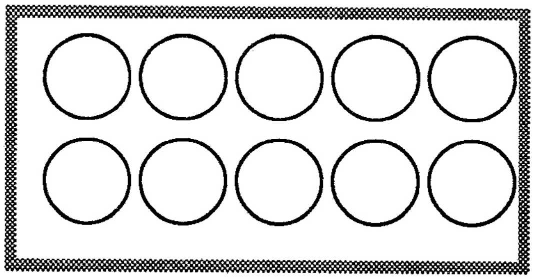
The counters show: 1/4 of 8 = 2.

Use the Two-Color Counter Playground to complete this exercise. Place the number of counters shown on the screen. Flip part of the counters to show the fraction given. Answer how many were flipped.

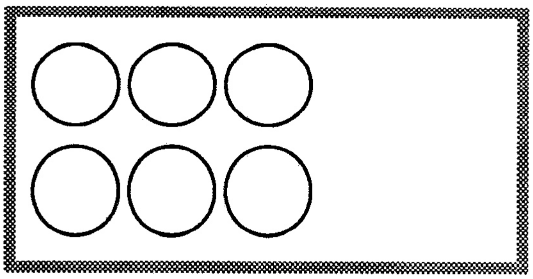
1/2 of 6 = ____



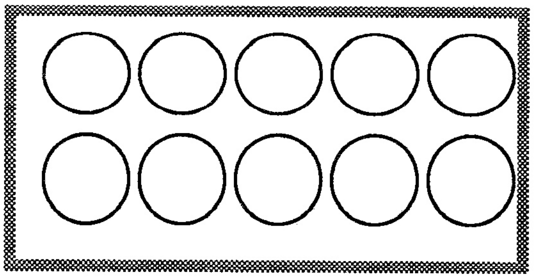
1/2 of 10=____



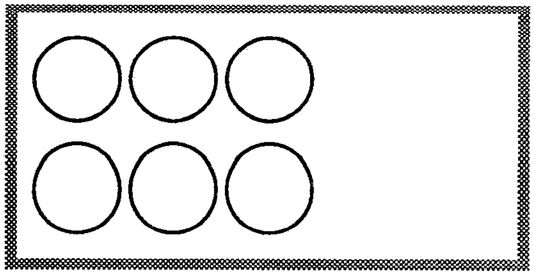
1/5 of 5 = ____



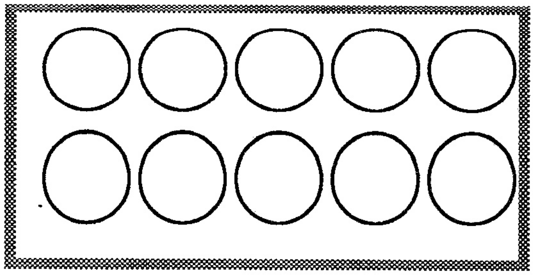
1/2 of 4=____



2/3 of 6 = ____



3/5 of 10=____



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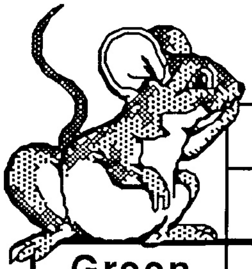
Introducing Probability

In this activity you will conduct probability experiments. In each experiment you will toss the same number of two-color counters. Each toss is called a trial.

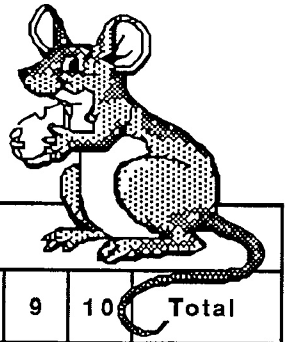
Toss 10 two-color counters. Record how many of each color lands showing. Repeat the experiment 10 times.



	Trials										
	1	2	3	4	5	6	7	8	9	10	Total
Green											
Violet											

Find the total number of times each color occurred. Is the number of green and violet counters about the same? ________

Try the experiment again. This time toss 5 counters for each trial.



	Trials										
	1	2	3	4	5	6	7	8	9	10	Total
Green											
Violet											

Find the total number of times each color occurred. Again, is the number of green and violet counters about the same? ________

Did you notice that each time the total number of green and violet counters is about equal? The probability of getting a green counter is 1/2. What is the probability of getting a violet counter? ________

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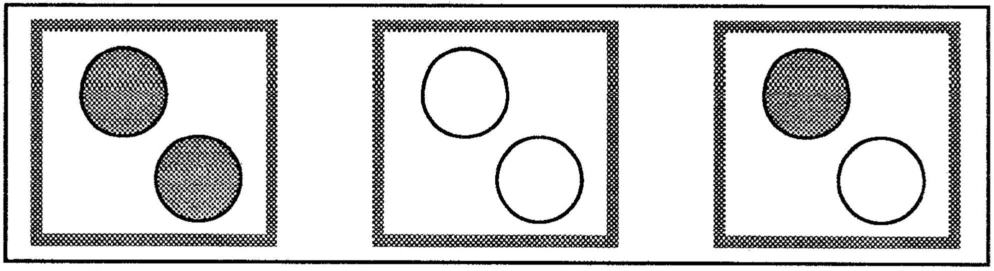
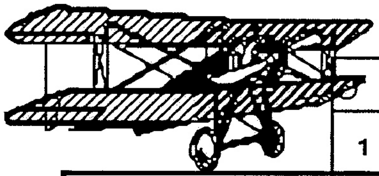
Another Look at Probability

Use the Two-Color Counters Playground to toss 2 counters several times. What are the possible results whenever you toss two counters?



Did you find that it is possible that both counters could be green, both could be violet or there could be one violet and one green?



	Trials										
	1	2	3	4	5	6	7	8	9	10	Total
Two Greens											
Two Violets											
One Green, One Violet											

In this experiment did you notice that it is more likely that you will get one of each color than two of one color? Why is that? Let's look at the possibilities for two counters.

Two Greens	Green	Green
Two Violets	Violet	Violet
One Green and One Violet	Green	Violet
	Violet	Green

There are two ways to make one green and one violet. The probability of getting one green and one violet is 2/4 or 1/2. What is the probability of getting two greens? __________

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Exploring Counting with the Color Tiles Playground

Use the Color Tiles to show these numbers on the screen. Use a different color for each number.

1 ▨

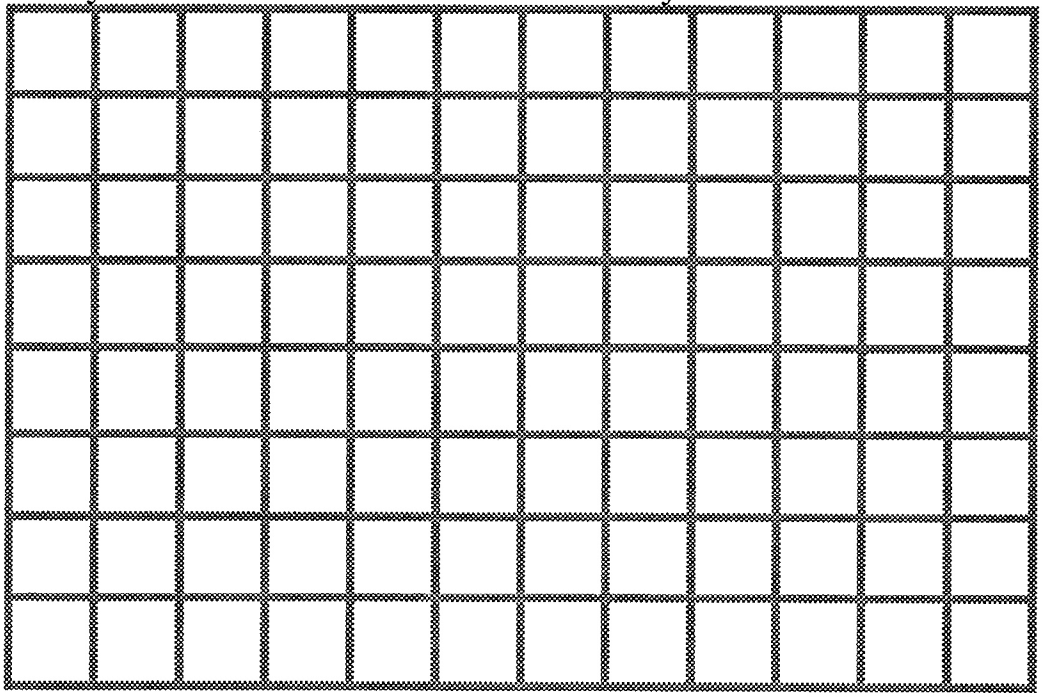
2 ▨▨

3 ▨▨▨

4 ▨▨▨▨

5 ▨▨▨▨▨

Use crayons to color these boxes to match your screen.



Write a number in the circle to show how many in each set.

○ ▨▨

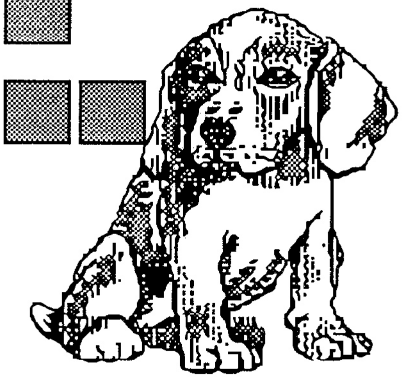
○ ▨▨▨▨

○ ▨▨▨

○ ▨▨▨▨

○ ▨▨▨▨▨

○ ▨



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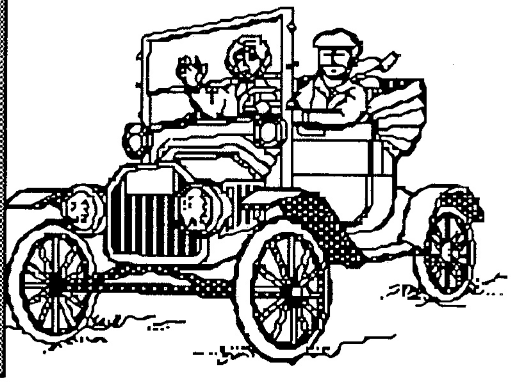
How Many Ways Can You Make a 10?

How many different ways can you make a group of ten color tiles? Use only the green, violet and orange.

Color boxes to match your screen.

Record how many of each tile was used on this chart.

Green	Violet	Orange



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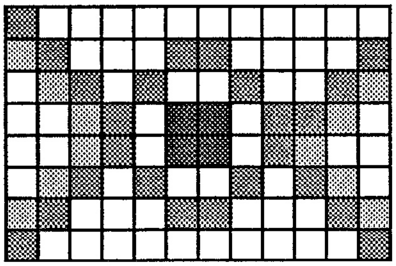
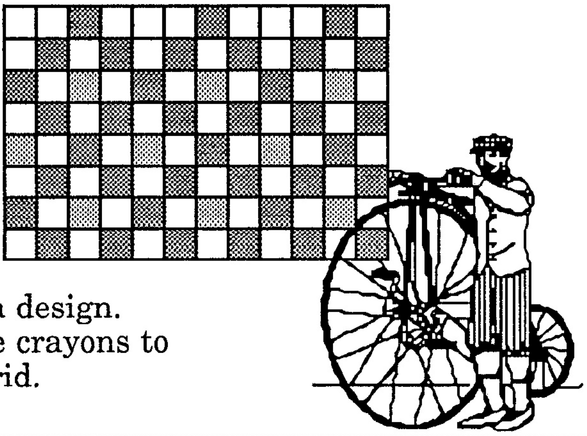
Making Designs with the Color Tiles Playground

You can use the Color Tiles Playground to make many different kinds of designs. Here are two examples.





Use the program to make a design.
After you have finished use crayons to
copy your design on this grid.

How many of each color did you use in the design? Write the answer in this chart.

Green	☐	Orange	☐	White	☐
Violet	☐	Blue	☐	Black	☐

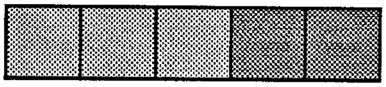
Name ______________________________ **Date** ____________

Exploring Addition

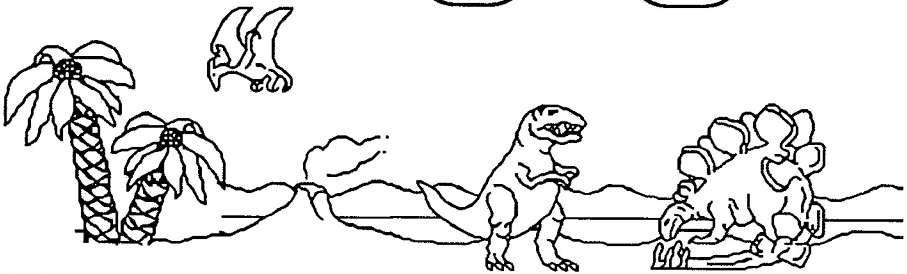
Use just green and violet Color Tiles for this activity.

How many different ways can you make each sum? Use the Color Tiles Playground to find ways to make each sum. Color these boxes to show your work.

Here is an example:



$\boxed{2} + \boxed{3} = 5$



☐ + ☐ = 6   ☐ + ☐ = 6

☐ + ☐ = 6   ☐ + ☐ = 6

☐ + ☐ = 4   ☐ + ☐ = 4

☐ + ☐ = 4   ☐ + ☐ = 4

☐ + ☐ = 5   ☐ + ☐ = 5

☐ + ☐ = 5   ☐ + ☐ = 5

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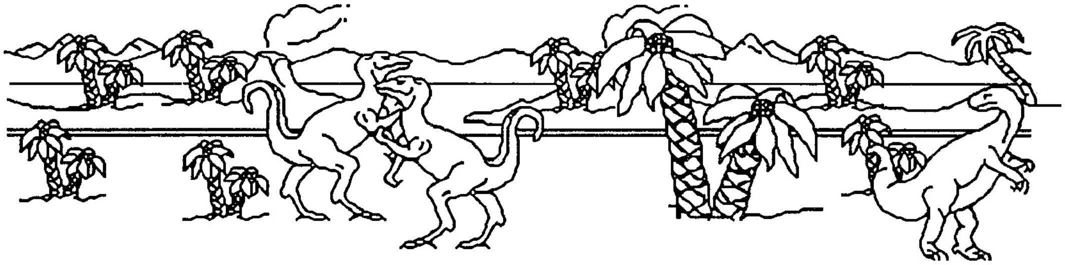
Find different ways to make the sums on this page.

☐ + ☐ = 8 ☐ + ☐ = 8

☐ + ☐ = 8 ☐ + ☐ = 8

☐ + ☐ = 9 ☐ + ☐ = 9

☐ + ☐ = 9 ☐ + ☐ = 9



☐ + ☐ = 7 ☐ + ☐ = 7

☐ + ☐ = 7 ☐ + ☐ = 7

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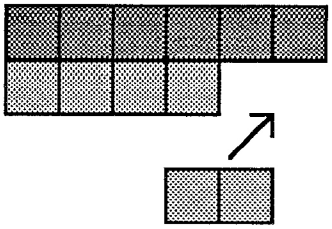
Color Tiles and Missing Addends

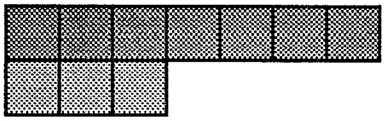
Use two different colors of tiles for this activity.



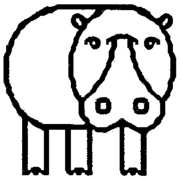
$4 + \boxed{} = 6$

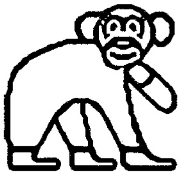
2

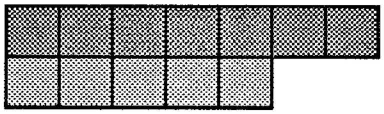
Use Color Tiles to find the answers to these problems. Each example shows a missing addend problem. Write a number in each box to show how many color tiles are needed to make the two sets equal.



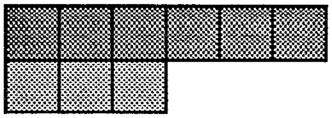
$3 + \boxed{} = 7$



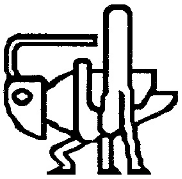


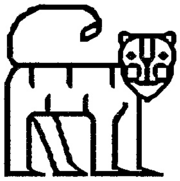


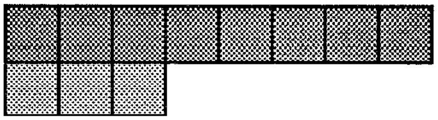
$5 + \boxed{} = 7$



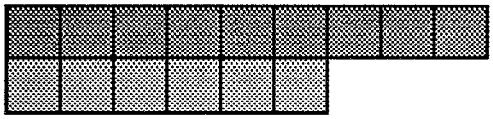
$3 + \boxed{} = 6$







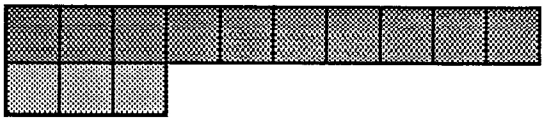
$3 + \boxed{} = 8$



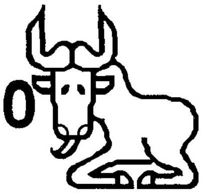
$6 + \boxed{} = 9$

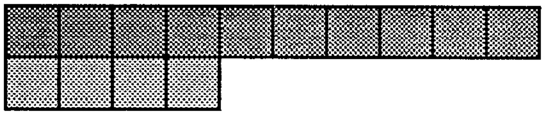
Name ________________________________ **Date** ______________

Find the missing addends for the problems on this page.

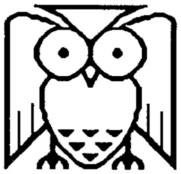


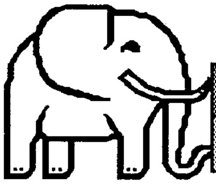
3 + ☐ = 10

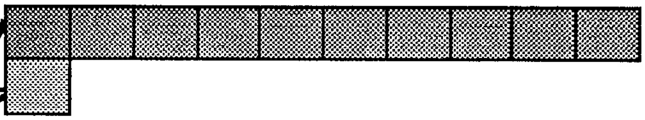




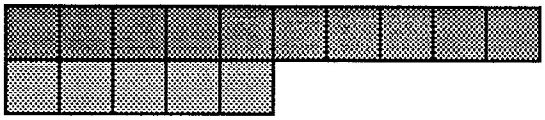
4 + ☐ = 10



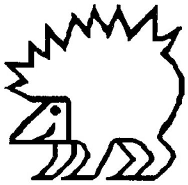


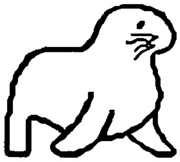


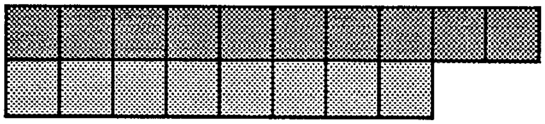
1 + ☐ = 10



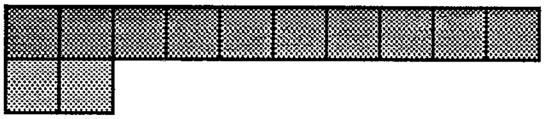
5 + ☐ = 10



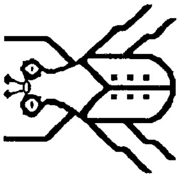




8 + ☐ = 10



2 + ☐ = 10

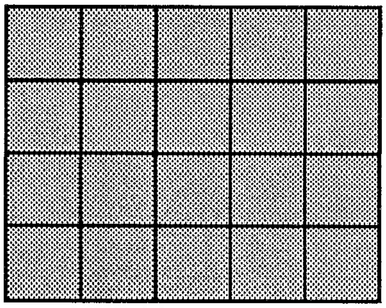


Name ______________________________ **Date** ______________

Investigating Multiplication with Color Tiles

There are five color tiles in each row. There are four rows.

4 x 5 = 20



Use the Color Tiles Playground to make these arrangements of color tiles. Tell how many Color Tiles there are altogether. Color each grid to show your work.

2 x 4 = ☐

3 x 6 = ☐

3 x 7 = ☐

4 x 4 = ☐

Name ______________________________ **Date** ______________

Practice multiplication by completing these activities.

2 x 5 = ☐

3 x 6 = ☐

8 x 7 = ☐

6 x 6 = ☐

3 x 4 = ☐

5 x 5 = ☐

8 x 5 = ☐

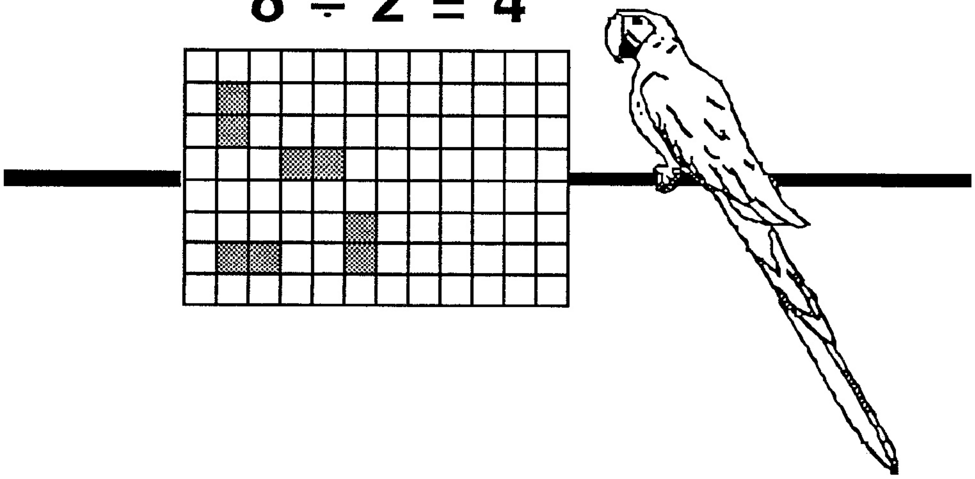
4 x 6 = ☐

Name ______________________________ **Date** ______________

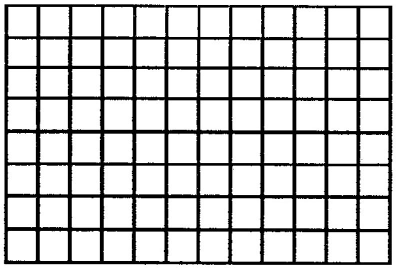
Investigating Division with Color Tiles

Here is one way to place 8 tiles in groups with exactly 2 tiles in each group.

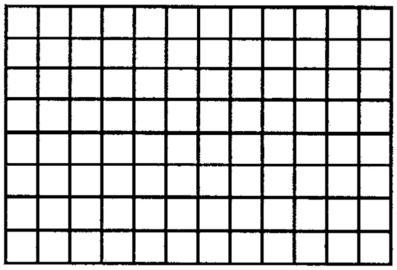
8 ÷ 2 = 4



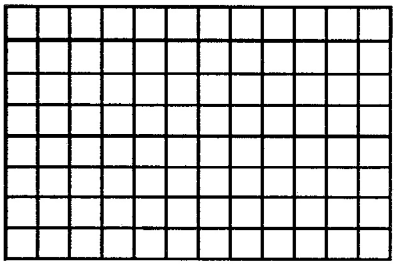
Use the Color Tiles Playground to find the answer to these division problems. Use crayons to show your work.



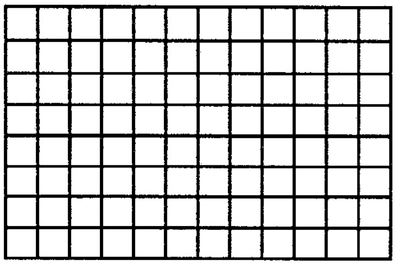
10 ÷ 5 = ☐



9 ÷ 3 = ☐



8 ÷ 2 = ☐



12 ÷ 3 = ☐

Name ______________________________ **Date** ______________

Use the Color Tiles Playground to practice division by finding the answers to these problems. Use crayons to show your work.

6 ÷ 2 = ☐

15 ÷ 5 = ☐

12 ÷ 6 = ☐

18 ÷ 9 = ☐

20 ÷ 5 = ☐

14 ÷ 2 = ☐

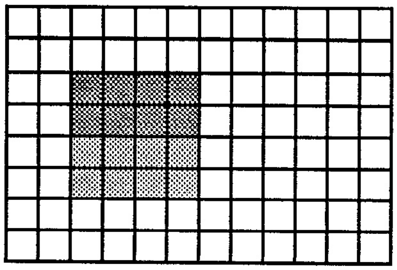
16 ÷ 8 = ☐

20 ÷ 2 = ☐

Name ______________________________ **Date** ______________

Fractions

Here is a rectangle made from two different colors of color tiles.



$\frac{1}{2}$ **are green**

$\frac{1}{2}$ **are violet**

Place Color Tiles on the Playground to make a rectangle with the number of tiles given. Represent the fractions given using colors to show each part.

12 Tiles

$\frac{1}{2}$ green

$\frac{1}{2}$ violet

16 Tiles

$\frac{1}{4}$ orange

$\frac{3}{4}$ blue

15 Tiles

$\frac{1}{3}$ green

$\frac{2}{3}$ violet

12 Tiles

$\frac{2}{3}$ orange

$\frac{1}{3}$ blue

16 Tiles

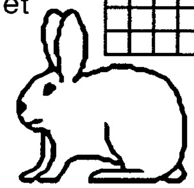
$\frac{3}{8}$ green

$\frac{5}{8}$ violet

18 Tiles

$\frac{1}{6}$ orange

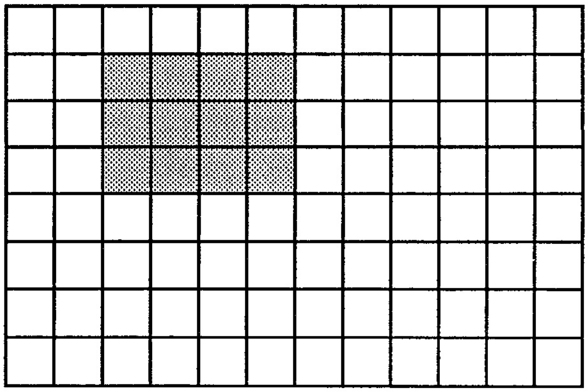
$\frac{5}{6}$ blue



Name ______________________________ **Date** ______________

Finding the Area of Rectangles

The area of one color tile is 1 square unit. 12 Color Tiles are used to make the rectangle shown below. The area of this rectangle is 12 square units.



$3 \times 4 = 12$

Use the Color Tiles playground to make rectangles the size and color given in the table. Use crayons to show your work on the grid.

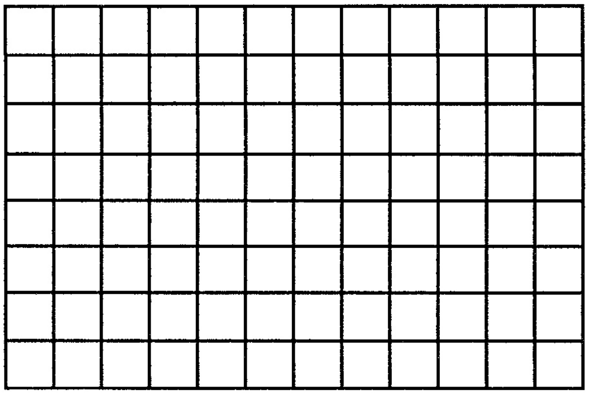
Color	Area
Green	4
Violet	9
Orange	16
Blue	25

Color	Area
Green	7
Violet	3
Orange	5
Blue	11

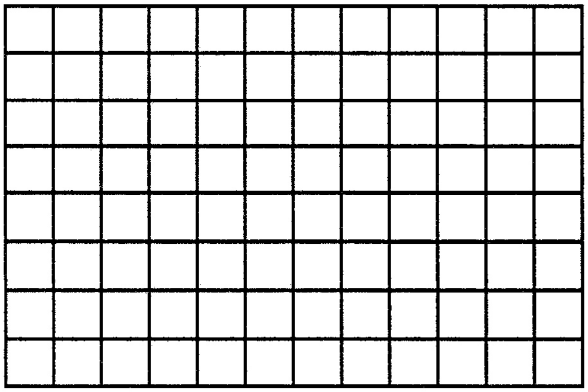
Name ______________________________ **Date** ______________

Make rectangles using the Color Tiles playground. The table gives the size and color. Use crayons to show your work on the grid.

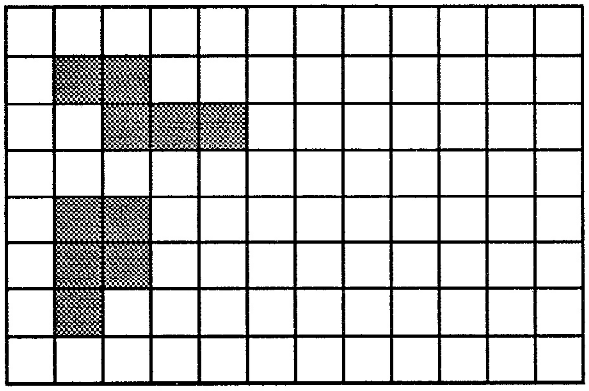
Color	**Area**
Green	8
Violet	14
Orange	10
Blue	6

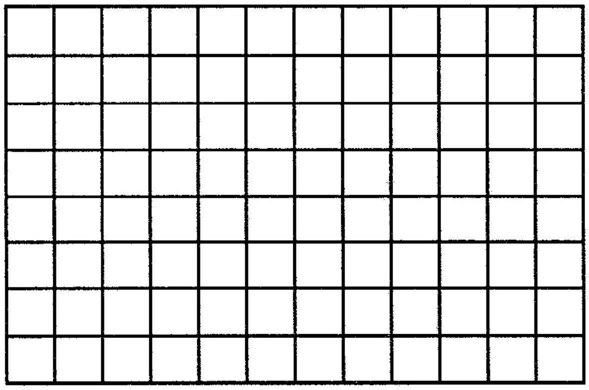


Color	**Area**
Green	4
Violet	16
Orange	20
Blue	18



Here are two ways to make a figure with an area of 5 square units. How many more ways can you make a figure with the same area? Use the Color Tiles Playground to find out. (Remember the Color Tiles must be touching.) Show your solutions by coloring the grids.





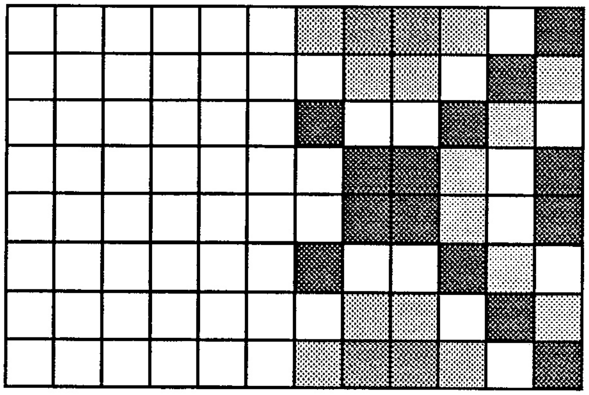
Name ______________________________ **Date** ____________

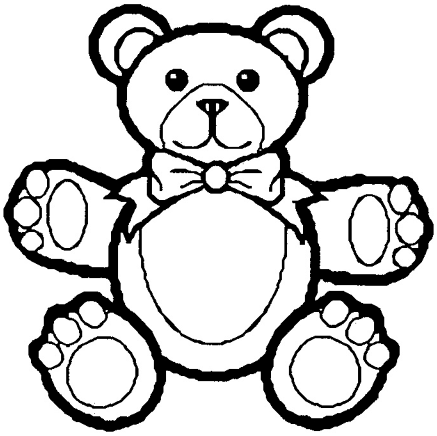
Color Tiles Challenges

Use the Color Tiles Toolkit to complete these activities. Follow these steps to load a challenge.

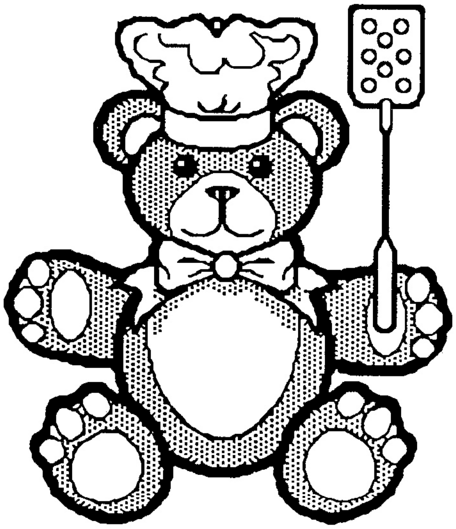
1. Choose Options and Load.
2. Select the Drive and put in the Hands-On Math Data Disk.
3. Choose the Challenge.

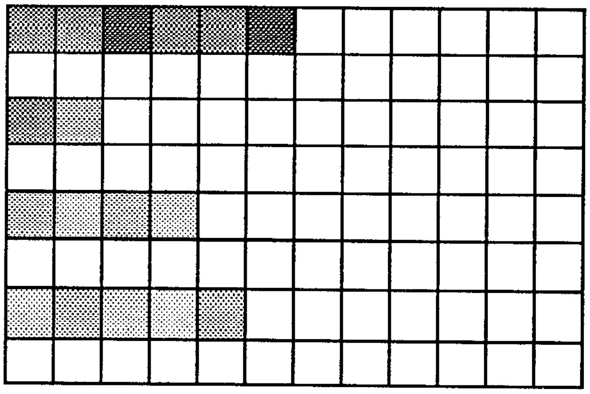
Challenge #1: Reflection Design. Load Challenge #1 and the computer will display the right side of a design. Use the Color Tiles Toolkit to place tiles on the left side of the screen to make a symmetrical design. Color this grid to show your work.





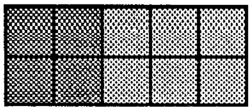
Challenge #2: Patterns. Load Challenge #2 and the computer will display four lines of Color Tiles. Complete each line by repeating the pattern. Show your work on this grid.



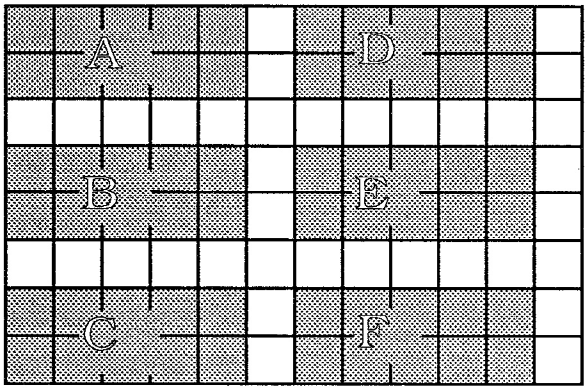


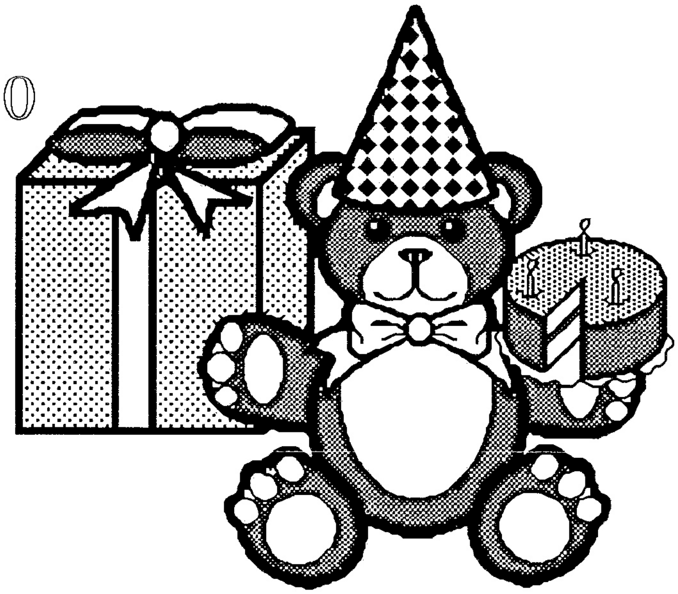
Name ______________________________ **Date** ______________

Challenge #3: Many Ways to Make a 10. Load Challenge #3 and the computer will display six rectangles made from 10 tiles. Cover each rectangle with two different colors of tiles to show a different addition fact. Color the tiles on the grid below to show your work.



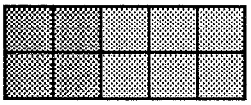
4 + 6 = 10



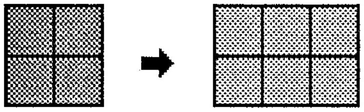


A	D	E
B	C	F

Write a subtraction fact to go with each addition fact. Here is an example of an addition fact and subtraction fact that go together.



4 + 6 = 10

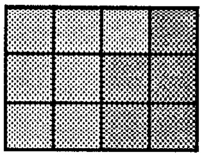


10 - 6 = 4

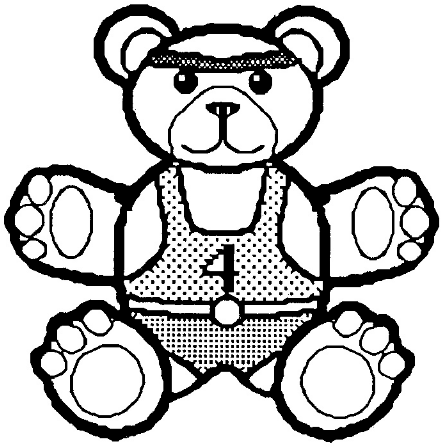
A	D	E
B	C	F

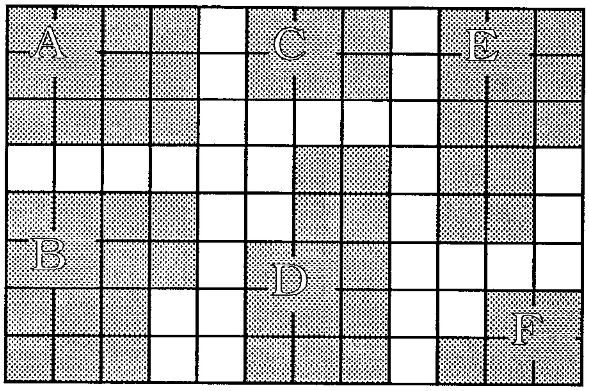
Name ______________________________ **Date** ______________

Challenge #4: **Practicing Addition Skills Using Two Colors.** Load Challenge #4. The computer will display six rectangles. Cover each rectangle with two different colors of tiles to show a different addition fact. Color the tiles on the grid below to show your work.



7 + 5 = 12





A ____________ C ____________ E ____________

B ____________ D ____________ F ____________

Challenge #5: **Practicing Addition Skills Using Three Colors.** Load Challenge #5. The computer will display six rectangles. Cover each rectangle with two different colors of tiles to show a different addition fact. Color the tiles on the grid below to show your work.

A ____________

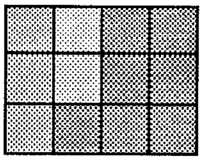
B ____________

C ____________

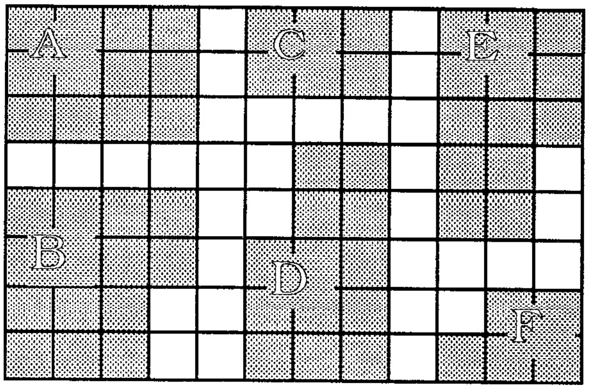
D ____________

E ____________

F ____________

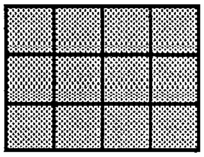


3+2+7= 12

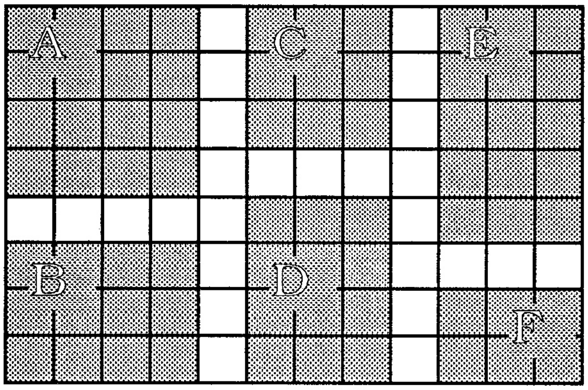


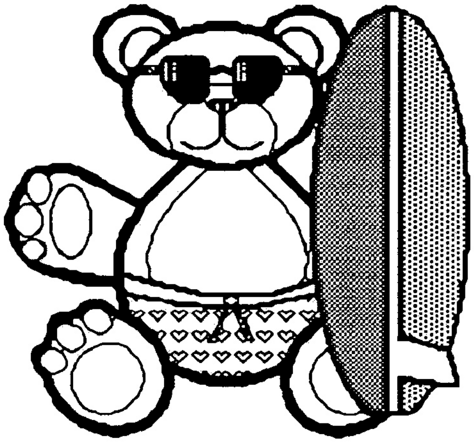
Name ______________________________ **Date** ______________

Challenge #6: Multiplication. Load Challenge #6. Cover each rectangle with color tiles. Write a multiplication problem to go with each rectangle.



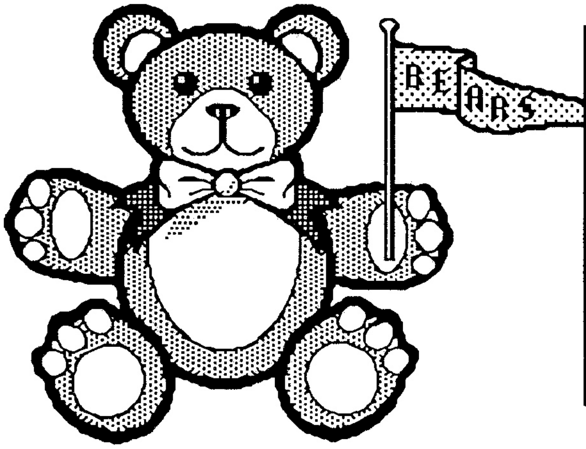
3 x 4 = 12

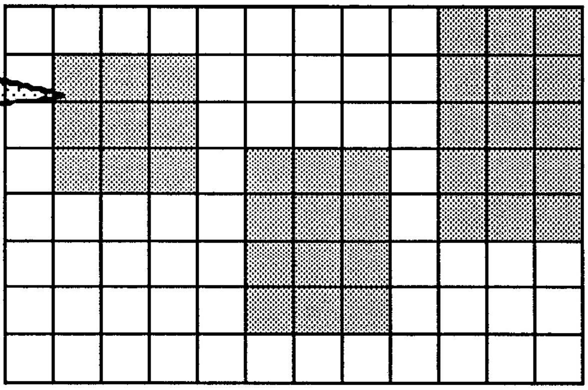




A	D	E
B	C	F

Challenge #7: Fractions. Load Challenge #7. Cover each rectangle with green, violet and blue color tiles so that 1/3 of each rectangle is each color.



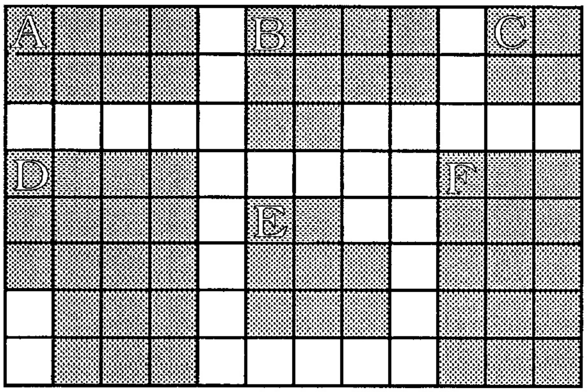


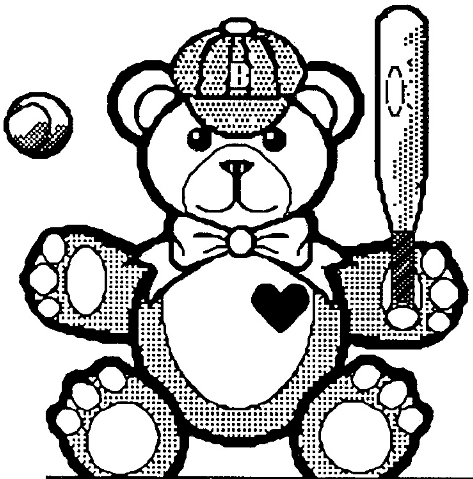
Name ______________________________ **Date** ______________

Challenge #8: Area. Load Challenge #8. Choose a color and cover each rectangle with color tiles. Complete the tables to show your work.

Area = length x width

A=l x w

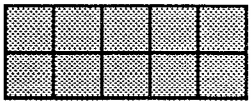


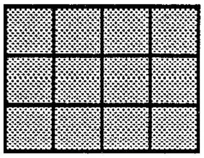


	Color	Area
A		
B		
C		

	Color	Area
D		
E		
F		

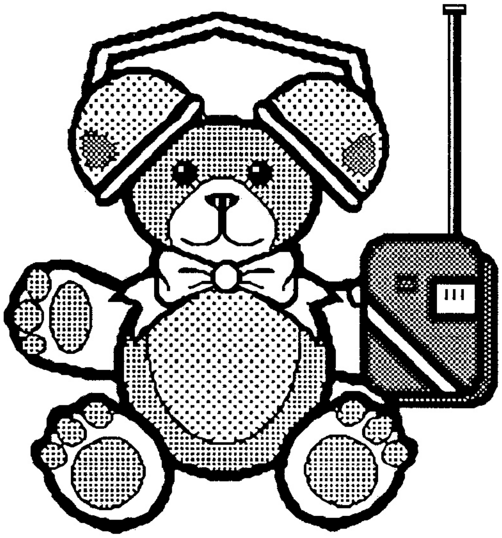
Find the area of these figures. Show your work in the box.

	A = l x w
	

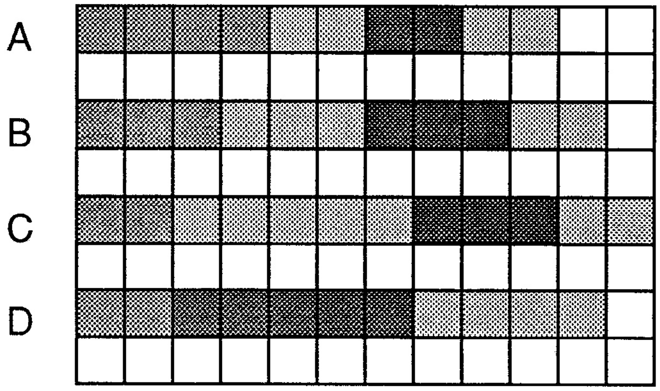
	A = l x w
	

Name ______________________________ **Date** ____________

Challenge #9: Place Value. Load Challenge #9. In Challenge #9 each color represents a different place value. Give the value of the number represented by each line of Color Tiles.

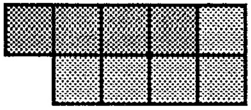


orange = 1,000's
violet = 10's
blue = 100's
green = 1's

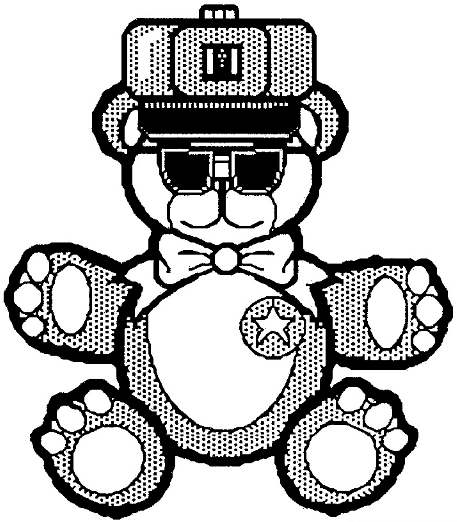


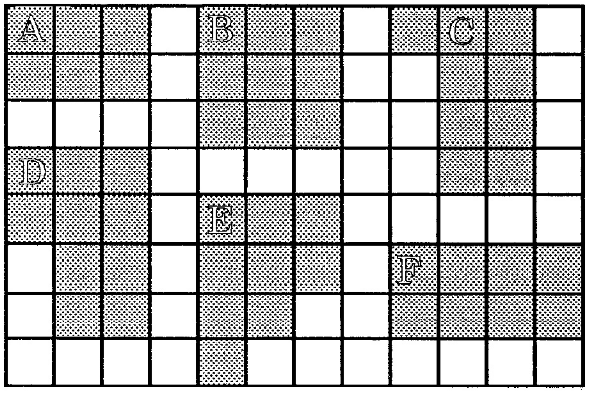
A	C
B	D

Challenge #10: Place Value. Load Challenge #10. Cover each white area with two different colors of color tiles. Write an addition problem to go with each set. Here is an example:



4 + 5 = 9



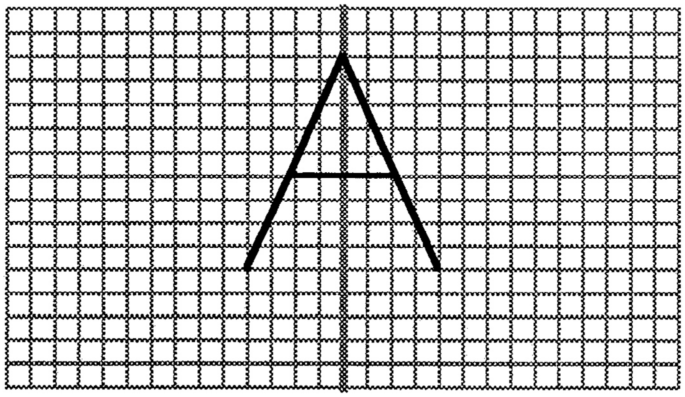


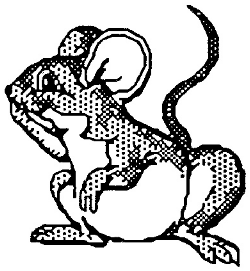
A	C	E
B	D	F

Name ________________________________ **Date** ______________

Drawing Reflections with the Mirror Playground

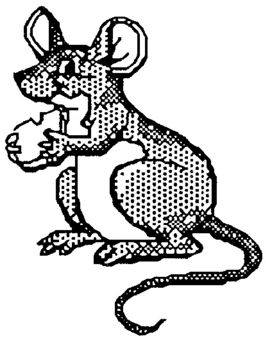
Select the Mirrors Playground from the menu. Use the Options menu to set the Mirror to Vertical. Set the Mode to Automatic. Set the drawing color to white.

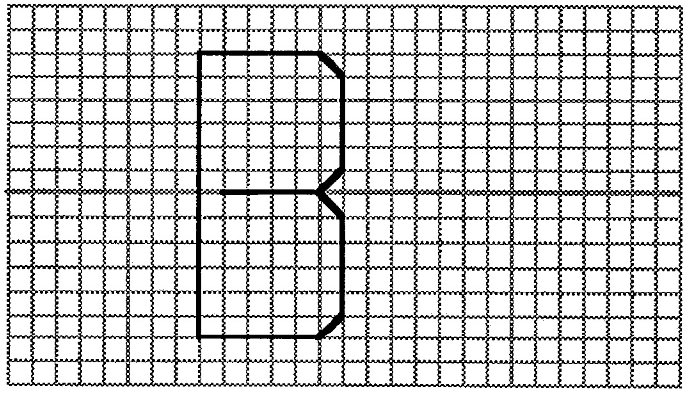




This example shows a letter of the alphabet that can be made by reflecting one side to make the other. How many more letters can you find? Write the letters you find in this space.

Set the Mirror to Horizontal. This example shows a letter of the alphabet that can be made by reflecting the top part to make the bottom part.





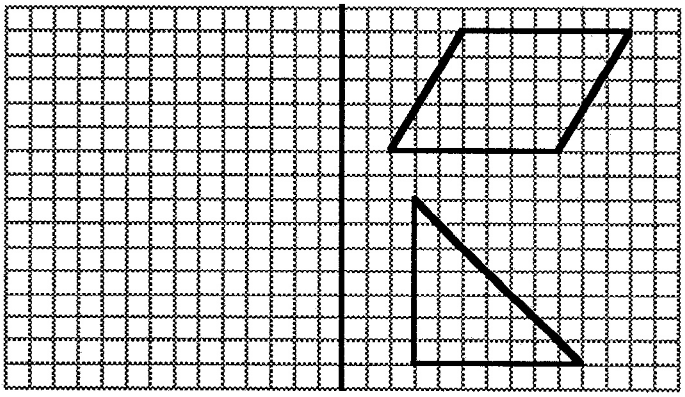
How many more letters can you find? Write the letters you find in this space.

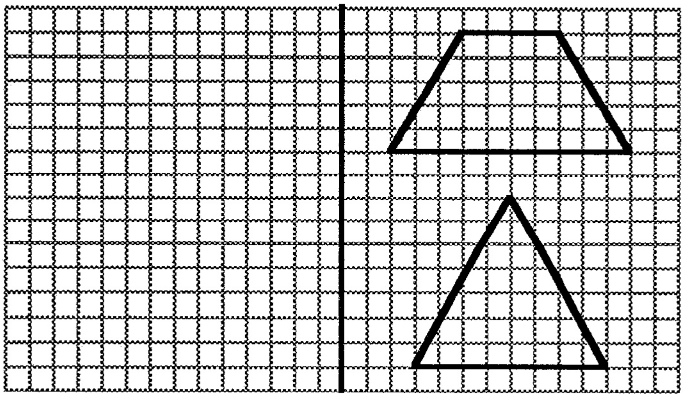
Name ______________________________ **Date** ____________

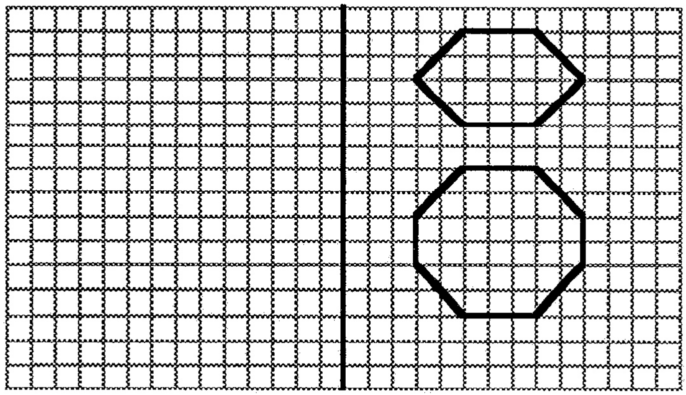
Reflections of Geometric Figures

Select the Mirrors Playground from the menu. Use the Options menu to set the Mirror to Vertical. Set the Mode to Manual. Set the drawing color to white.

Draw each of these geometric figures at the computer. Predict the reflection of the figure by drawing the reflection on the grids given below. Press the escape key at the computer and choose reflect. Compare your prediction with the reflection drawn by the computer. Write the name of the figure in the box to the right.







Name ______________________________ Date ______________

Reflection Challenges

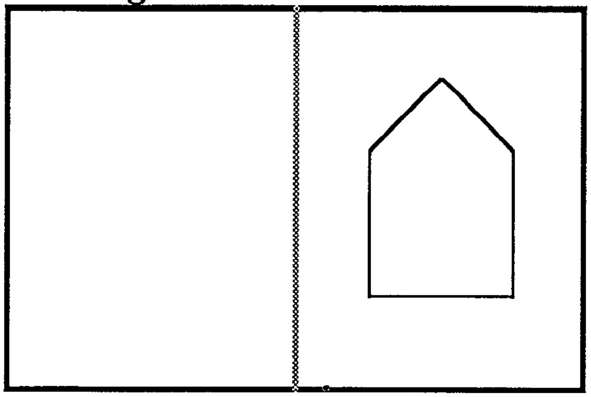
Select Exercises and then Mirrors from the menu. Choose Reflect. In this exercise a figure is drawn on the right side of the screen. The object is to draw the reflection of the object. To load a challenge follow these steps:

1. Choose Options from the menu and set the Sequence to Select so that you can individually select the problems.
2. Choose Ok and return to the first menu.
3. Choose Begin. The options Create and Solve appear.
4. Choose Solve. Select the appropriate disk drive for the Hands-On Math Data Disk and check to make sure the disk is in the drive.
5. Choose the Challenge by number. The computer will load the puzzle and enter the draw mode.

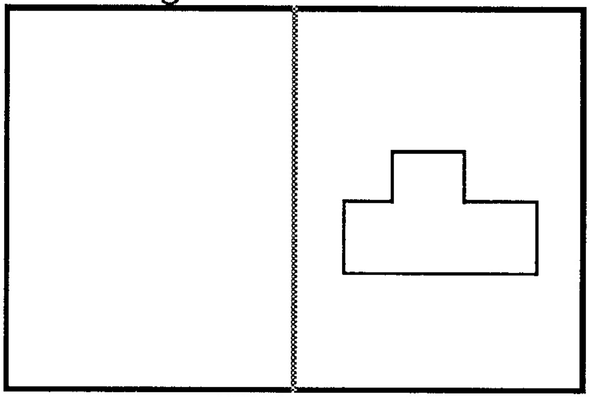
Solve each reflection challenge shown below. Load the challenge. Make a sketch of the reflection on this page, then draw the reflection at the computer. When you have finished the drawing at the computer press the escape key and choose Check.

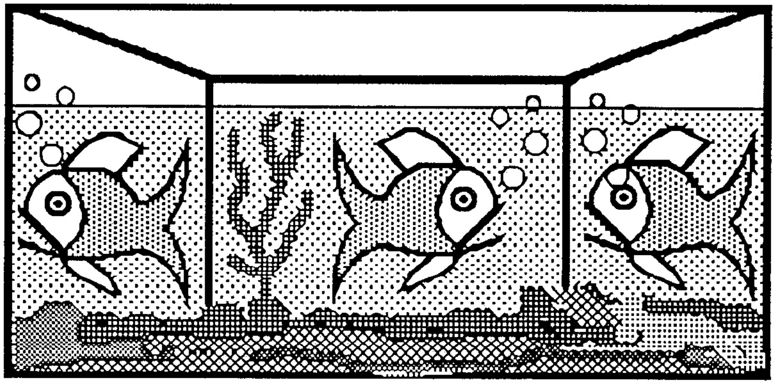
The computer will draw the correct reflection on the screen in red. Compare the computer's drawing to yours and then continue with the next problem.

Challenge #1



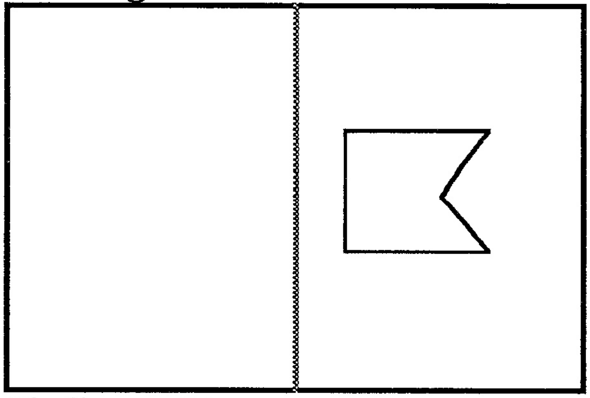
Challenge #2



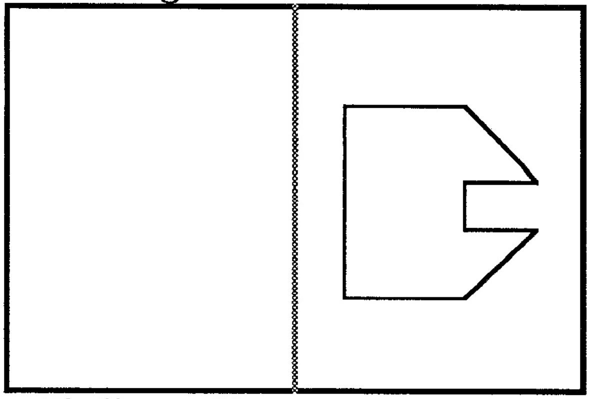


Name ______________________________ **Date** ____________

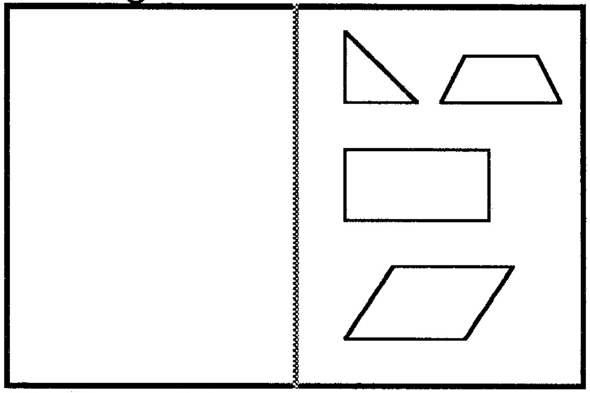
Challenge #3



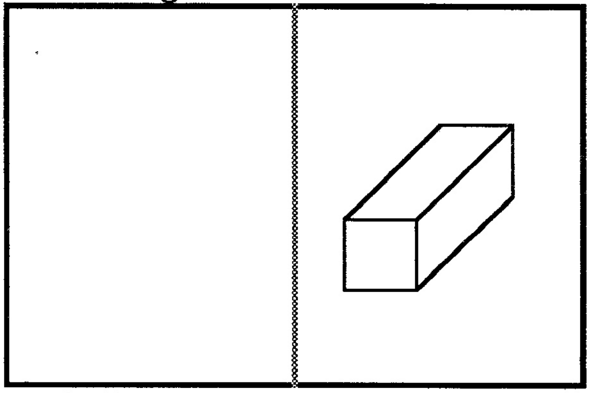
Challenge #4



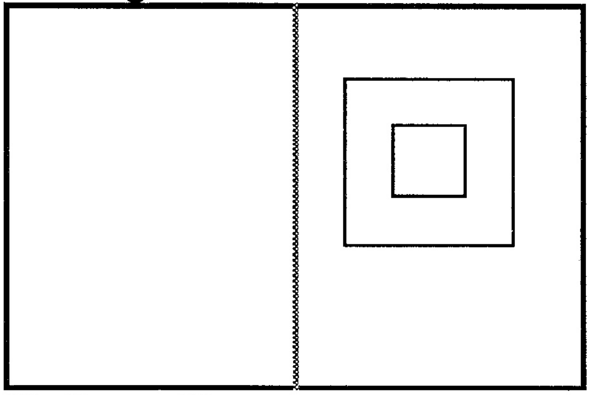
Challenge #5



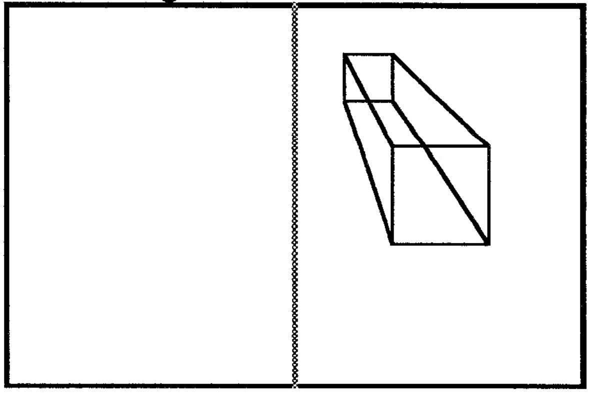
Challenge #6



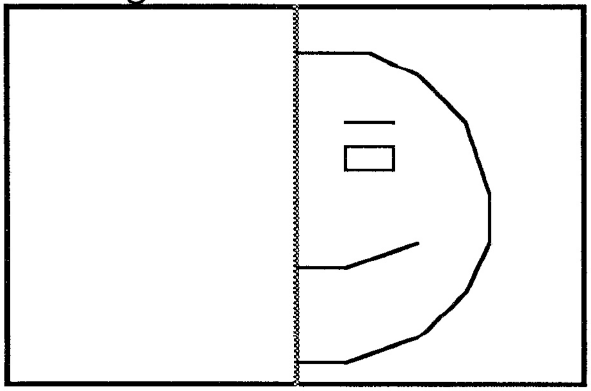
Challenge #7



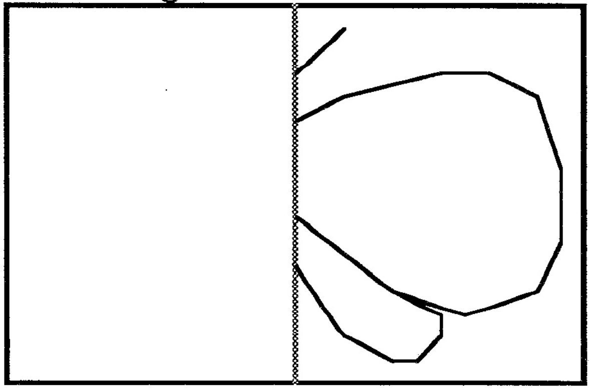
Challenge #8



Challenge #9



Challenge #10



Name ________________________________ **Date** ______________

Finding the Axis of Symmetry

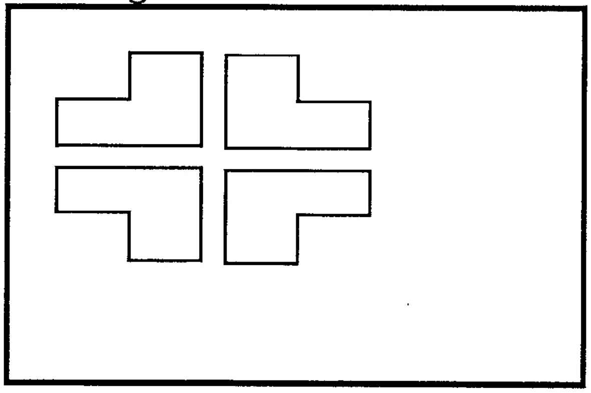
Select the Exercise and then Mirrors from the menu. Choose Symmetry. In this exercise figures are drawn on the screen. The object is to move the vertical or horizontal axis to show the location of the line of symmetry. Some problems use both a vertical and horizontal axis of symmetry. To load a challenge follow these steps:

1. Choose Begin. The options Create and Solve appear.
2. Choose Solve. Select the appropriate disk drive for the Hands-On Math Data Disk and check to make sure the disk is in the drive.
3. Choose the Challenge by number. The computer will load the puzzle.
4. The menu bar will offer the choices Vertical, Horizontal or Both. Study the figure and decide which type of axis of symmetry goes with the figure.
5. Choose either Vertical, Horizontal or Both from the menu.
6. Use the arrow keys to correctly position the axis of symmetry.

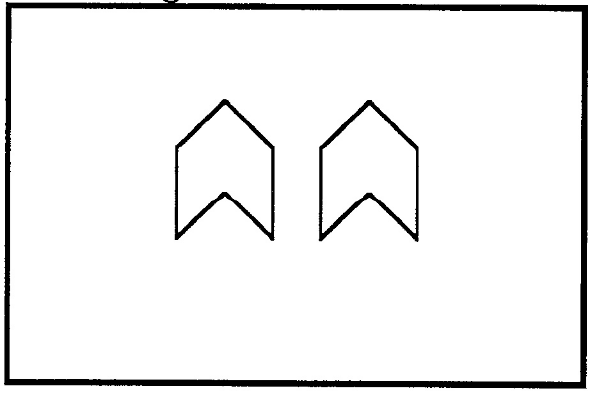
Solve each symmetry challenge shown below. Load the challenge. Draw the axis of symmetry on this page and then draw the axis of symmetry at the computer. When you have finished placing the axis of symmetry at the computer press the escape key and choose Check.

The computer will draw the correct position for the axis of symmetry on the screen in red. Compare the computer's drawing to yours and then continue with the next problem.

Challenge #1

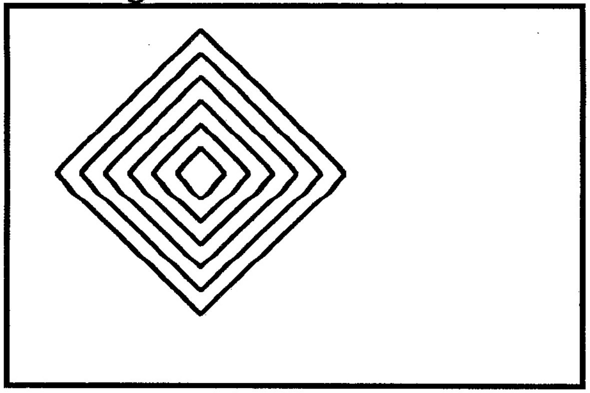


Challenge #2

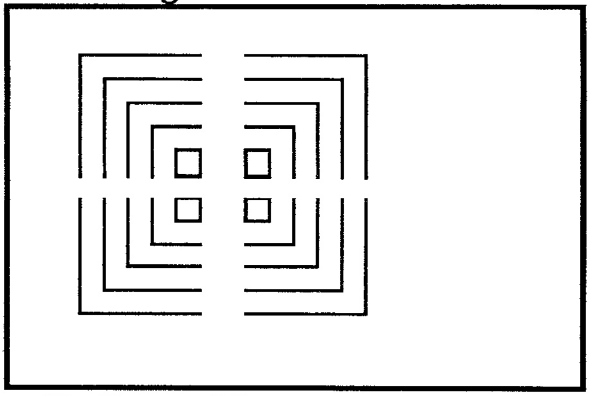


Name ______________________________ **Date** ______________

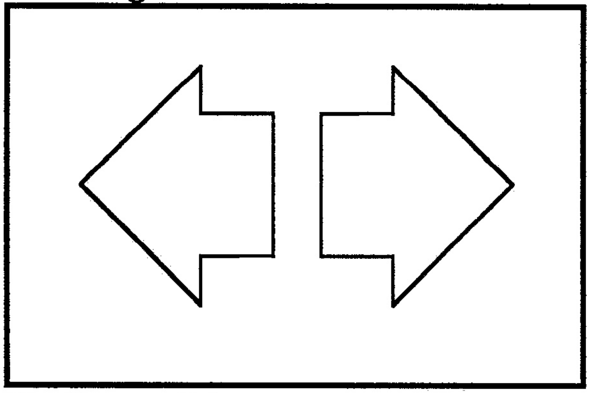
Challenge #3



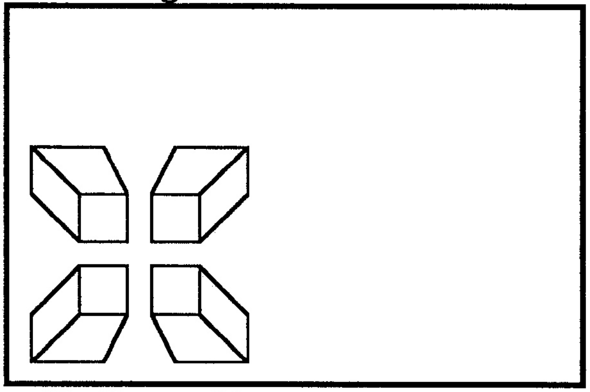
Challenge #4



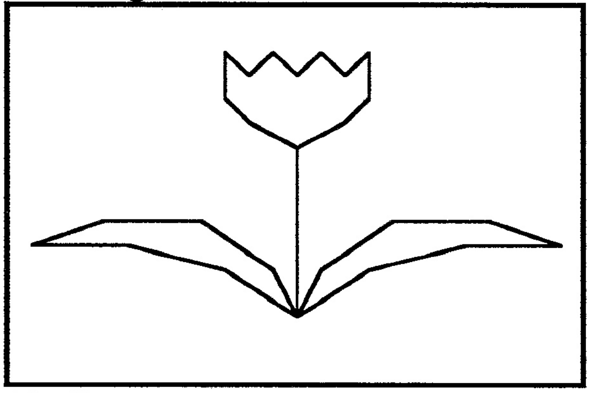
Challenge #5



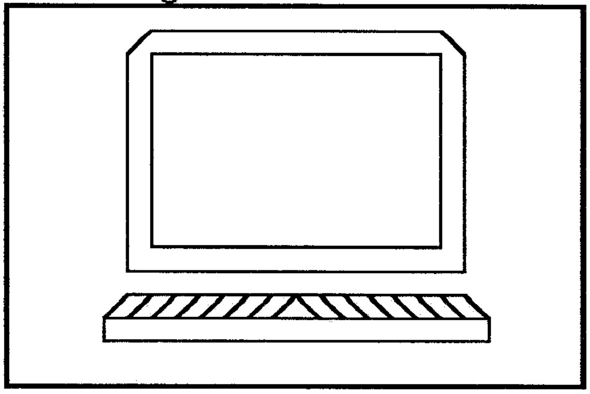
Challenge #6



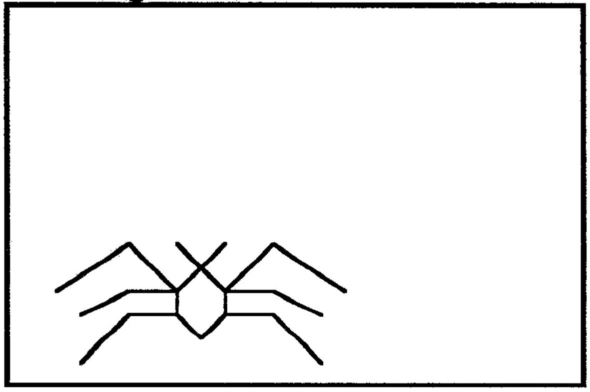
Challenge #7



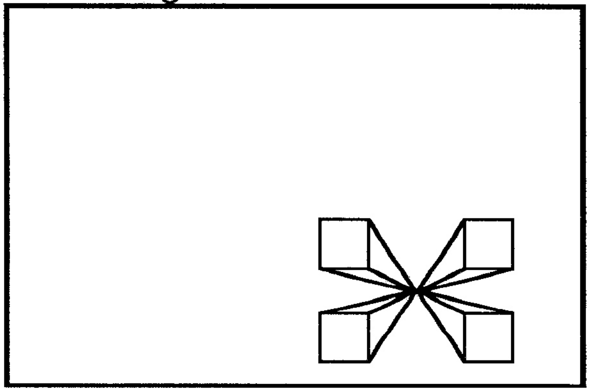
Challenge #8



Challenge #9



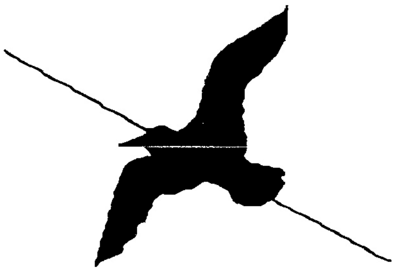
Challenge #10

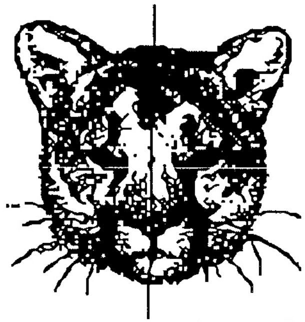


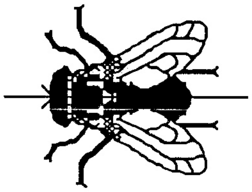
Name ______________________________ Date ______________

Bilateral Symmetry

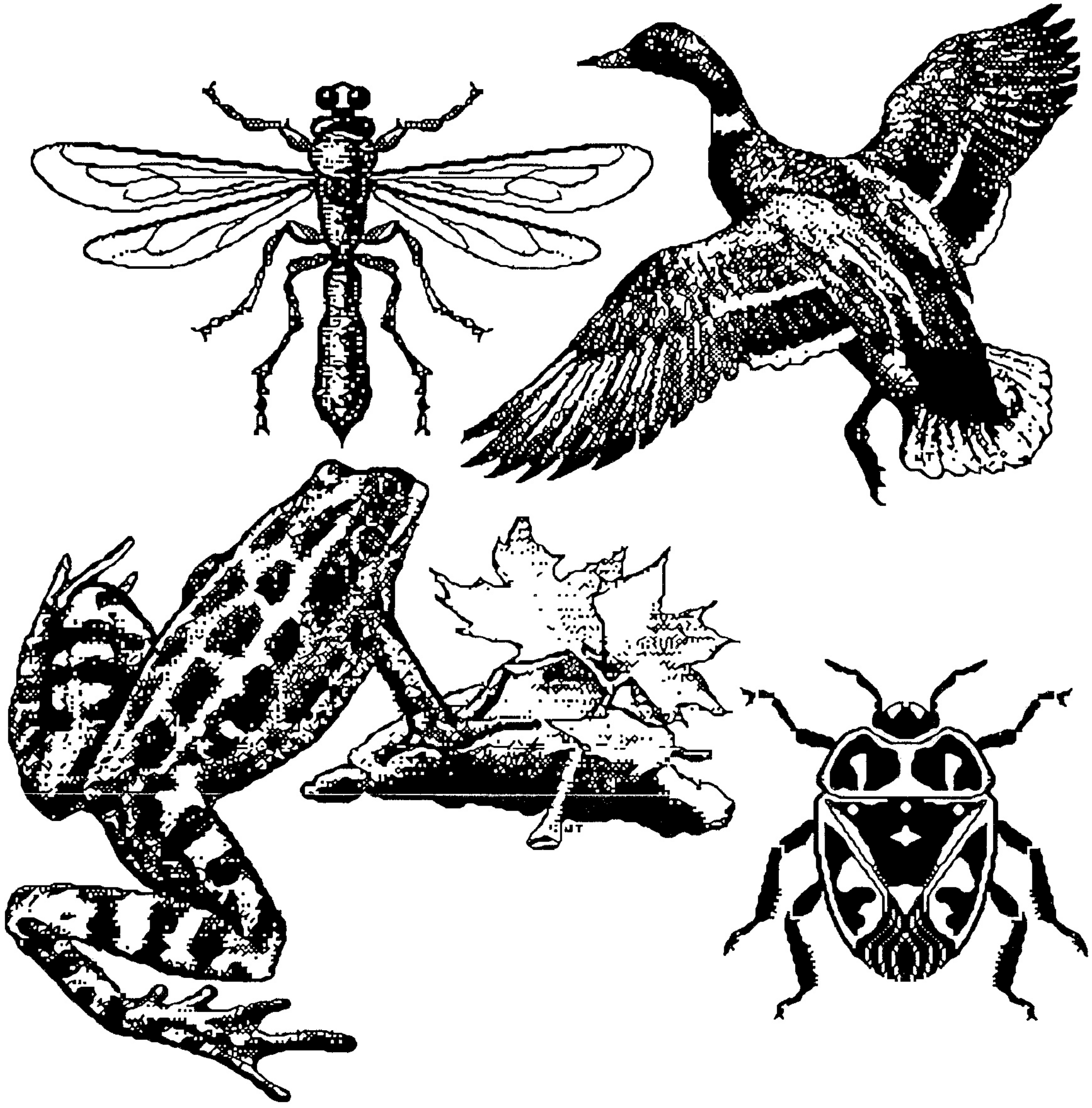
Many of the things that we find in our world have bilateral symmetry. These animals all have bilateral symmetry. The line shows the axis of symmetry







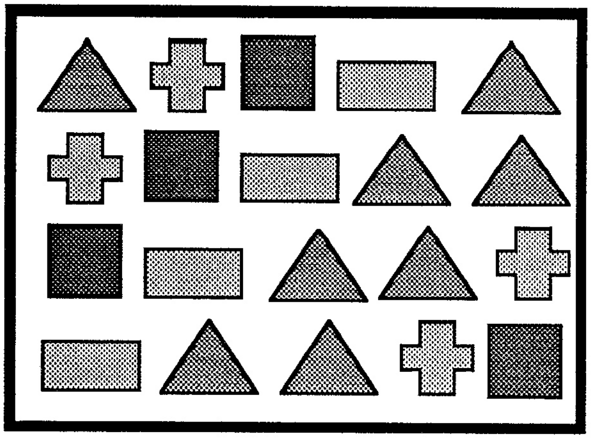
Draw a line on each of these pictures to show the axis of symmetry.



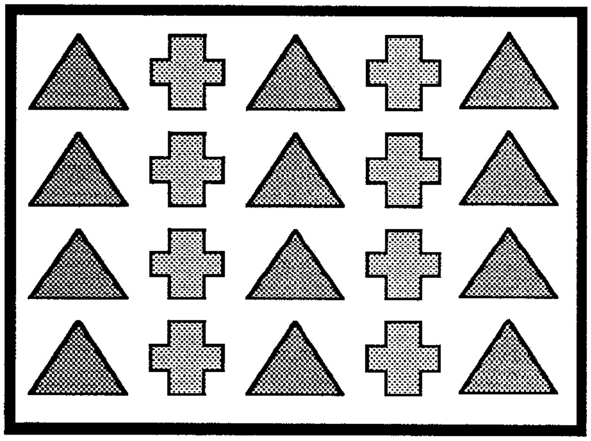
Name ______________________________ Date ______________

Attribute Blocks Patterns

Select the Attribute Blocks Playground from the menu. Place the Attribute Blocks on the playground in a logical arrangement. Here is an example. Use crayons to draw the pattern.

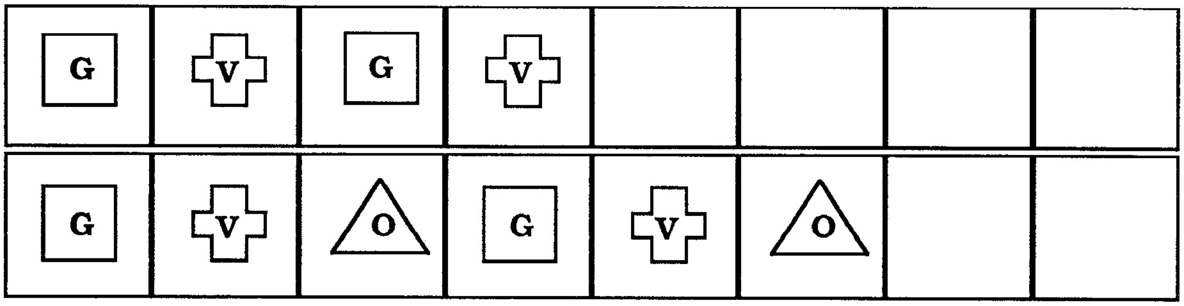


Use the Options menu to set the Limit to Off for this activity. Choose two different pieces and two different colors. Place the pieces on the Playground to make a pattern. Here is an example:



What Is Next? Each row of Attribute Blocks shows a pattern. Color the blocks. Draw pieces in the boxes to complete the pattern.

G = Green **O = Orange** **V = Violet** **B = Blue**

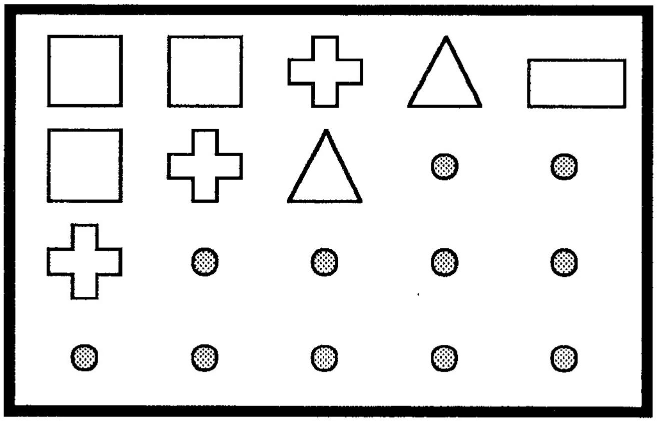


Name ______________________________ **Date** ______________

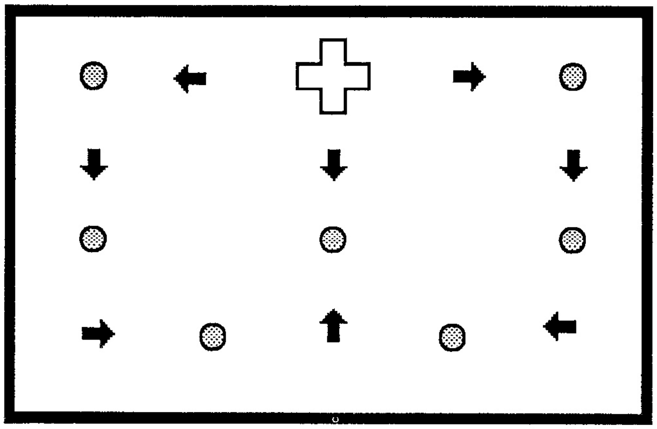
Using the Attribute Blocks Toolkit

Select the Attribute Blocks Toolkit from the menu. Load each challenge. Read the directions for each challenge and use the computer to solve the puzzle. Use crayons to show your work.

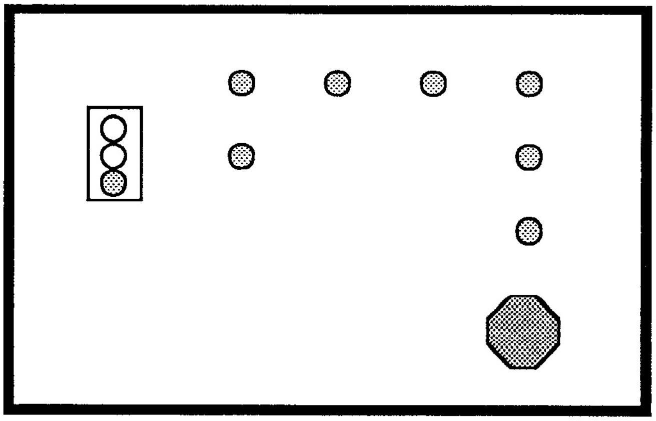
Challenge #1: Complete this pattern by placing Attribute Blocks on the spots.



Challenge #2: Place Attribute Blocks on the spots to make a one difference train.

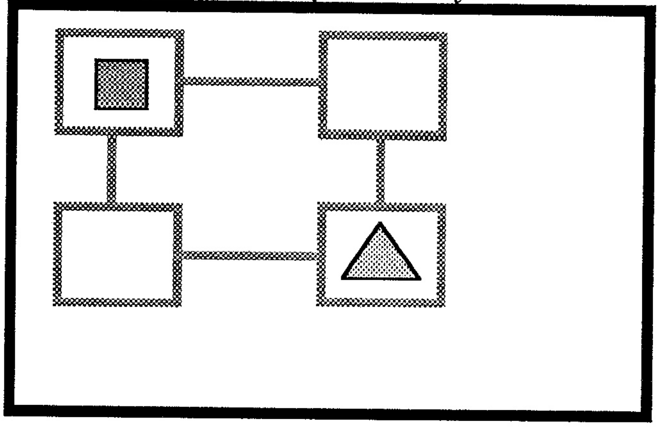


Challenge #3: Place Attribute Blocks along this trail to make a two difference train.

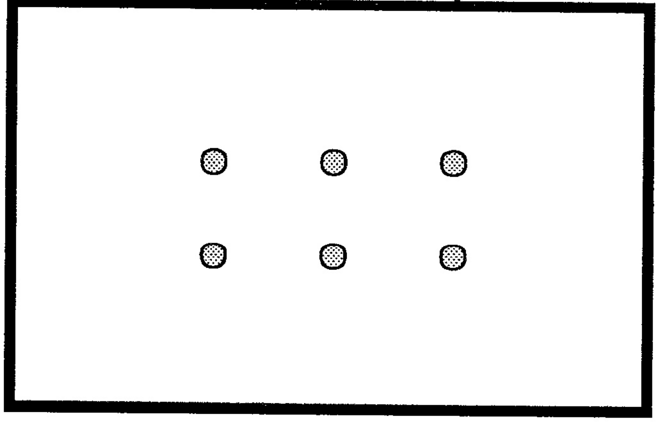


Name ____ Date ________________

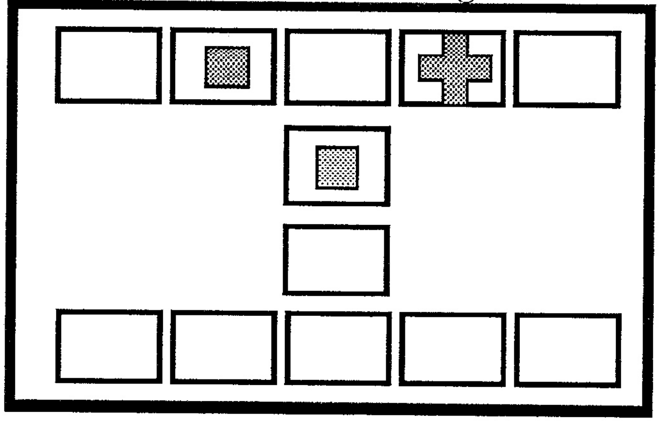
Challenge #4: Place Attribute Blocks in the boxes so that each block differs from its neighbor in exactly two ways.



Challenge #5: Place Attribute Blocks on the dots so that each block differs from its horizontal and vertical neighbor in exactly one way.

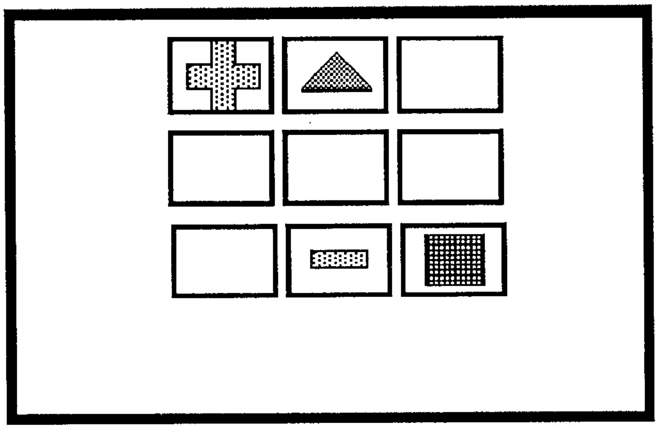


Challenge #6: Place Attribute Blocks in each box so that each block differs from its horizontal and vertical neighbor in exactly one way.

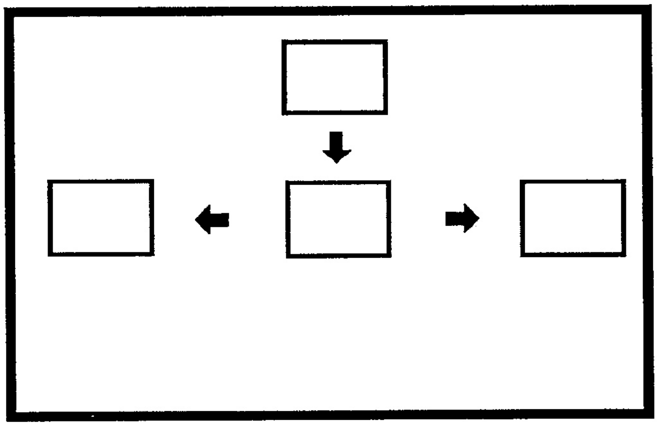


Name ________________________________ Date ______________

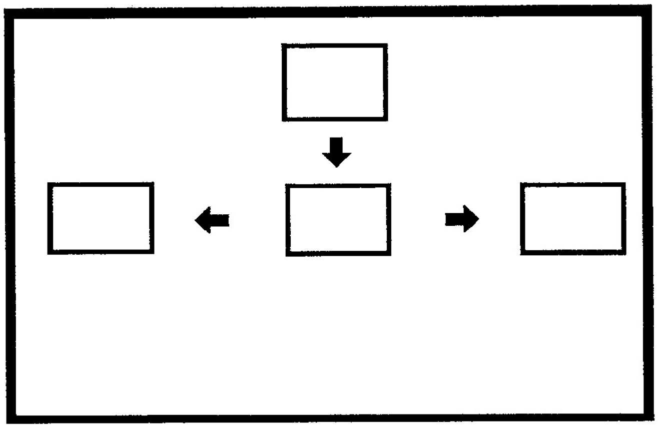
Challenge #8: Place Attribute Blocks in the cells of this square so that each block differs from its horizontal and vertical neighbor in exactly three ways.



Challenge #9: Place Attribute Blocks in these boxes so that each piece differs in two ways along the path indicated.



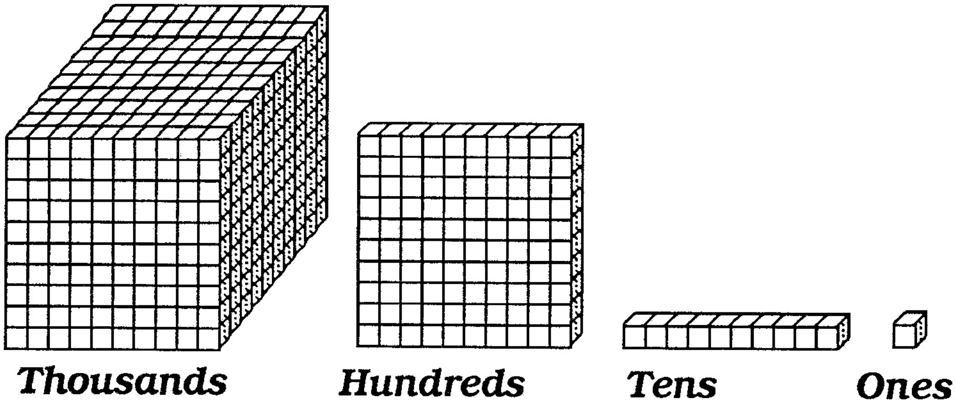
Challenge #10: Start with any piece at the top of each column. Each starting piece should be different. Place pieces in the stack that differ in one way from the piece above and end with a green square.



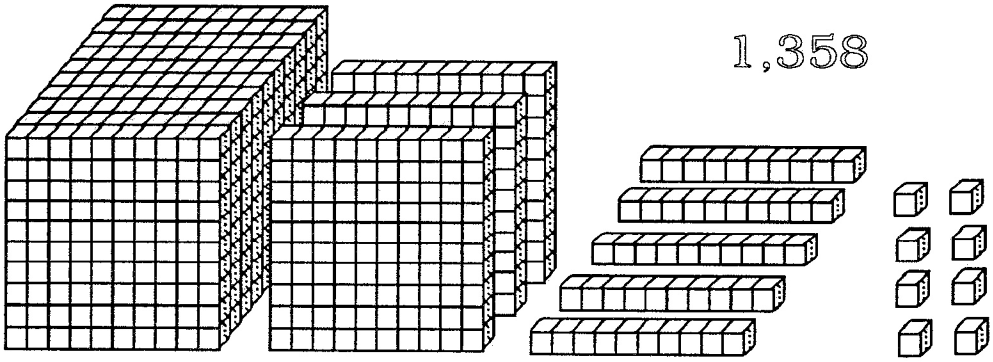
Name ____**Date** ________________

Representing Numbers with Base Ten Blocks

We use a decimal system to represent numbers. The position of a digit in a number determines its value. The blocks represent the place values used in the decimal system.



In this set of blocks there is 1 thousands block, 3 hundreds blocks, 5 tens blocks and 8 ones. This set of blocks represents the number 1,358.



Use the Base Ten Blocks Playground to represent these numbers. Place the blocks on the screen equal to the number given. Select Count from the Options menu to check your work. Put a check mark in the box when you get the problem correct.

1. 2,145 ☐

2. 1,453 ☐

3. 1,048 ☐

4. 1,206 ☐

Name ______________________________ **Date** ______________

Continue using the Base Ten Blocks Playground to show the numbers on this page. After you have placed blocks on the screen, select Count from the Options menu to check your work. Remember to put a check mark in the box when you get the problem correct.

5. 2,108 ☐
6. 2,335 ☐
7. 1,052 ☐
8. 1,030 ☐
9. 309 ☐
10. 1,284 ☐

Write the place value of the 4 in each number given below.

Thousands	Hundreds	Tens	Ones

1. 3,485 ______________
2. 2,545 ______________
3. 3,764 ______________
4. 2,541 ______________
5. 4,875 ______________
6. 5,047 ______________
7. 1,499 ______________
8. 1,949 ______________
9. 2,040 ______________
10. 3,469 ______________

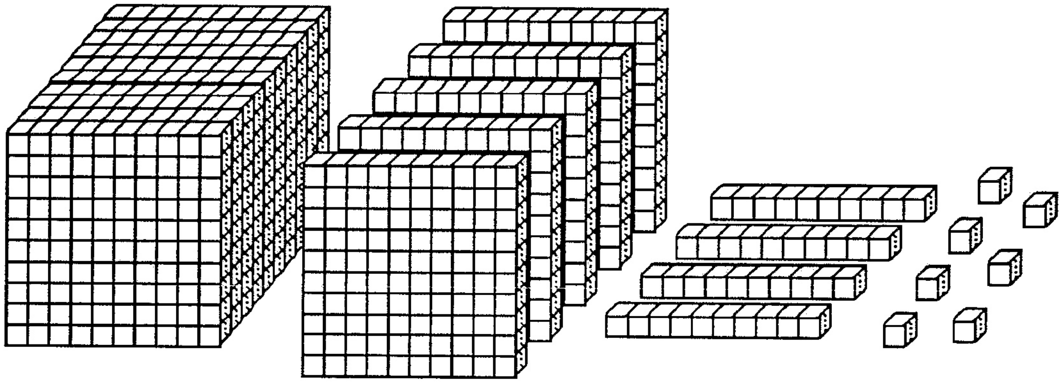
Write a number for each problem.

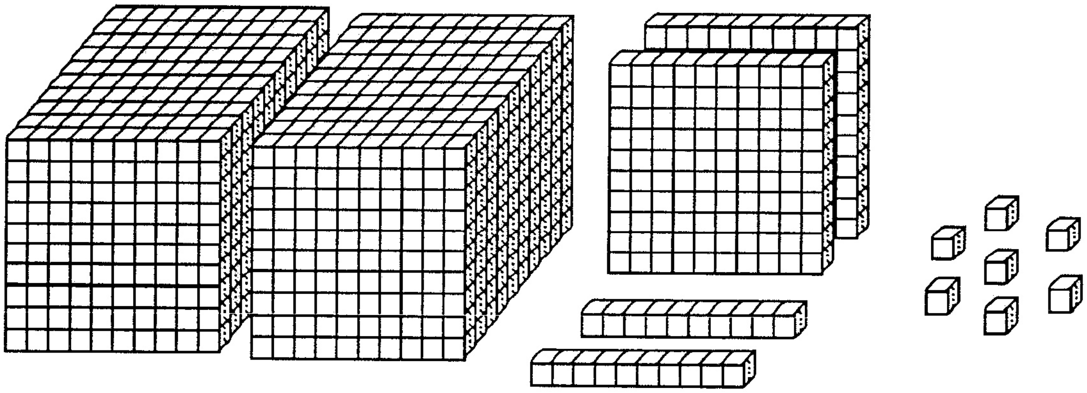
1. Two thousand three hundred fifty-six. ______________
2. Three thousand seventy-five. ______________
3. Four thousand two hundred twenty-six. ______________
4. Eight thousand twenty-nine. ______________

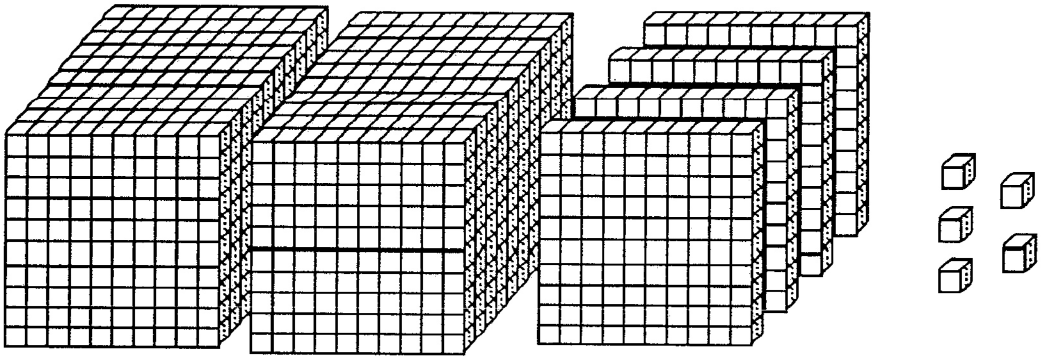
Name ______________________________ **Date** ______________

In each problem write the number represented by blocks in numerals and in words.

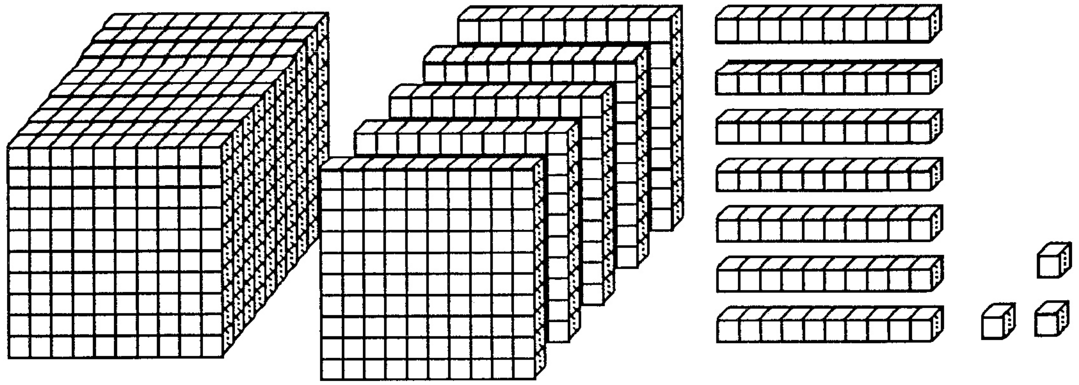
Numerals **Words**

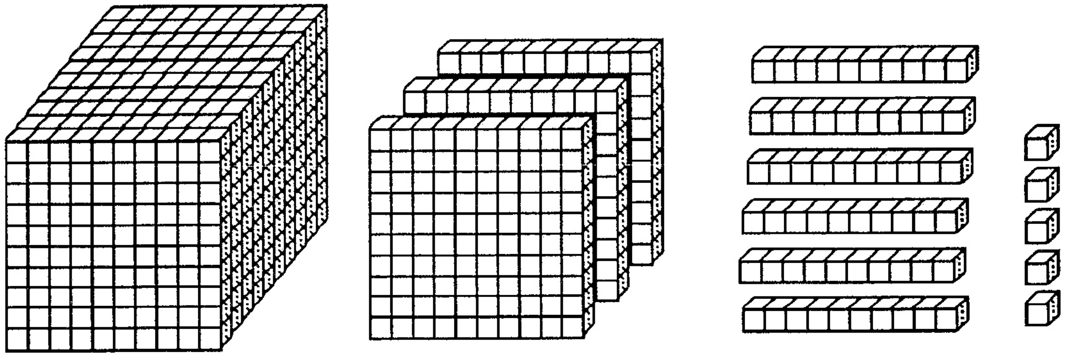


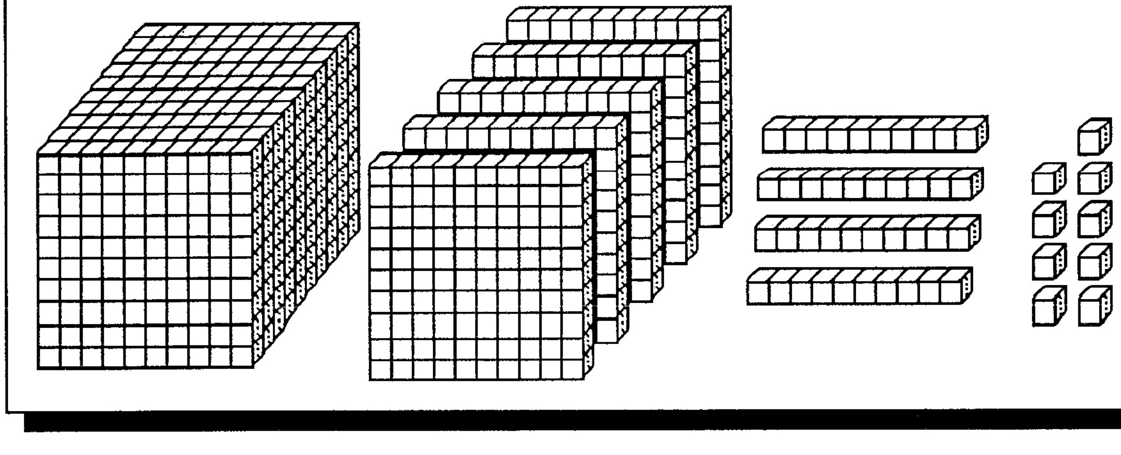




Name ______________________________ **Date** ______________







Teacher's Notes

Lesson Ideas